

# BURIED RELIC

There's a lot happening in this vast dungeon: bosses, four HMs, and maybe even a visit from

TERRAIN:  
**WATER**

FLOORS:  
**99**

TEAM MAX:  
**3**

## ITEMS TO BRING:

- ESCAPE ORB
- FRIEND BOW
- HEAL SEED
- HUGE APPLES
- KEYS
- MAX ELIXIRS
- ORAN BERRY
- REVIVER SEED

## ITEMS TO LOOK FOR:

Common Items like Apples and Oran Berries are welcome finds in a 99-floor dungeon, but Citrus Berries are better still, since they increase your max HP when eaten on a full stomach. If you use the Rock Smash HM, you may find rare TMs and drinks like Iron by smashing walls.

## JOB DESCRIPTION:

Explore a newly discovered dungeon to find exclusive HMs and Pokémon.

## PREPARATION:

You'll get mail about the Buried Relic a few days after completing the Stormy Sea, and Shifty in Pokémon Square will unlock it for you. But don't rush in yet: there are several things you need to bring with you to get the most out of this dungeon. If you want to get the TMs, you'll need to bring some of the Keys that appear randomly (but rarely) in Solar Cave, Western Cave, and Desert Region. If catching Mew is your plan, buy the Final Island Friend Area first. Whatever your goal, bring lots of Huge Apples, Max Elixirs, and Reviver Seeds. An Escape Orb is a must, since there's no real reason to complete the dungeon. Take what you want and warp out.

## IN THE DUNGEON:

You'll face enemies of all types, and although they're not likely to be tougher than you, they have the advantage in numbers. Beware of Monster Houses and traps, particularly Pitfall Traps—it won't be a problem if the leader triggers them, but they're fatal to your friends.



The TMs are in treasure rooms on fixed floors. B45F holds the Rock Smash HM, but you'll need a Key to get it. The Strength HM on B60F is surrounded by rock, but since you can't learn Rock Smash from within a dungeon, you'll need to come back later, use a Mobile Orb, or switch to a Ghost-type. On B70F you'll find the Flash HM in a locked, indestructible treasure room, and on B80F you'll need a Key, the ability to smash or pass through walls, and the ability to cross water terrain to get the Cut HM.

## Items in Wonder



You'll battle boss Regice on B15F, Regice on B25F, and Registeel on B35F. Each will drop an item when beaten, and when you collect all three items they'll combine to form a Music Box. If you use the Music Box it will be destroyed, so simply keep it in your toolbox as you wander the dungeon. These bosses are tough, specializing in Defense-boosting moves and Selfdestruct attacks, so save your best items and attacks for them.

## 151 MEW



As long as you have the Music Box in your toolbox, there's a very small chance Mew will appear between levels 36 and 98, and a decent chance it will pop up between levels 94 and 98. Mew may be in disguise (it has the Transform move) so defeat every enemy you can! If you beat Mew and have the Final Island Friend Area, it may offer to join you.

TYPE: PSYCHIC  
LVL: 40  
HP: 150



FLOOR

1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
17  
18  
19  
20  
21  
22  
23  
24  
25  
26  
27  
28  
29  
30  
31  
32  
33  
34  
35  
36  
37  
38  
39  
40  
41  
42  
43  
44  
45  
46  
47  
48  
49  
50

106 GOLBAT  
PSY FLY

205 SHEARER  
DARK ICE

360 WYNAUT  
PSY

106 HITMOWLEE  
FTG

107 HITMOWCHAN  
FTG

137 PORYGON  
NTM

20 RATICATE  
NMU

66 MACHOP  
FTG

293 WHISMUR  
NTM

163 HOOTHOOT  
NTM FLY

63 ABRA  
PSY

233 PORYGON2  
NTM

171 GASTLY  
GHOST PSY

36 DROWZEE  
PSY

304 ARON  
STL ROCK

316 GULPIN  
PSN

74 GEDONDE  
EGR GRD

364 NOCTOWL  
NTM FLY

233 PORYGON2  
NTM

132 DITTO  
NTM

377 REGIROCK  
ROCK

307 MEDITATE  
FTG PSY

282 WOBBUFFET  
PSY

97 HYPNO  
PSY

237 HITMONTOP  
FTG

378 REGICE  
ICE

97 HYPNO  
PSY

237 HITMONTOP  
FTG

292 SHEDINJA  
SLASH GRD

63 ABRA  
PSY

296 MAKUHITA  
FTG

378 REGISTEEL  
STL

27 SANDSHREW  
GRD

64 KADABRA  
PSY

239 ELEKID  
ELE

151 MEW  
PSY

Mew may appear if you have the Music Box in your toolbox. See page 90 for further details.

122 MTL MINE  
PSY



In Red Rescue Team, you'll encounter Porygon in this dungeon. In Blue Rescue Team, you'll encounter Porygon2 instead.

FLOOR

from page 91

51  
52  
53  
54  
55  
56  
57  
58  
59  
60  
61  
62  
63  
64  
65  
66  
67  
68  
69  
70  
71  
72  
73  
74  
75  
76  
77  
78  
79  
80  
81  
82  
83  
84  
85  
86  
87  
88  
89  
90  
91  
92  
93  
94  
95  
96  
97  
98  
99

27 SANDSHREW  
GRD

131 MEW  
PSY

122 MR. MIME  
PSY

289 ELEND  
ELC

25 107

34 107

240 PUPITAR  
ROK-GRD

111 RHYHORN  
GRD-ROK

16 77

24 ARBOK  
PSN

275 SHIFTRY  
GRS-DRK

303 MAWILE  
STL

20 105

75 GRAVELER  
ROK-GRD

35 115

67 MACHOKE  
FTR

97 HAUNTER  
GHO-PSN

25 120

76 GOLEM  
ROK-GRD

29 120

Mew may appear if you have the Music Box in your toolbox. See page 90 for further details.





**TERRAIN:**  
**WATER**

## FLOORS

20

**TEAM MAX:**

3

### ITEMS TO BRING:

- CLEANSE ORB
- HUGE APPLE
- X-RAY
- MAX ELIXIR
- ORAN BERRY
- X-RAY SPECS

### ITEMS TO LOOK FOR:

**Keys** are the most important random items, since this dungeon contains two locked treasure rooms. **Sun Stones** and **Moon Stones** appear here regularly, allowing you to evolve certain Pokémon. Besides that, expect to find lots of unusual **orbs** and the occasional held item or **TM**.

Two of this dungeon's three fixed prizes are stuck behind locked doors, which makes Keys far and away the most important items you can find. Use your X-Ray Specs and check out every blue item dot, but be forewarned that even then there's no guarantee you'll find any. If you come up empty, try again or make a point of returning after you acquire some in a later dungeon. The enemies shouldn't be too tough if you have the right types on your team, but beware of Claydol that Selfdestruct when approached.



You'll find the first locked treasure room on B10F—it will contain the Surf HM if you've lost it, or a tide gauge if you haven't. The locked room always holds the Water Stone. The Surf HM is on B20F. A Surf Key is required, it is in the water fountain.



**FLOOR**

ABRA  
PSY

DROWZEE  
PSY

JYNX  
ICE/PSY

GIRAFARIG  
NRM/PSY

SPOUX  
PSY

BELDUM  
CTL/PSY

MEDITITE  
FLG/PSY

MR. MIME  
PSY

LUNATONE  
PSY/PSY

MILTANK  
FTE/PSY

HYPNO  
PSY

KIRLIA  
PSY

WOBBUFFET  
PSY

CHIMCHO  
PSY

KADABRA  
PSY

GRUMPIG  
PSY

CLAYDOL  
NRM/PSY

MEDICHAM  
FTE/PSY



# NORTHERN RANGE

Latios has taken all the TMs from the Kecleon Shop and fled to the Northern Range. Bring it to justice!

TERRAIN:  
**WATER**

FLOORS:  
**25**

TEAM MAX:  
**3**

## ITEMS TO BRING:

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
- MAX ELIXIR
- DRAM BERRY
- POKÉ
- REVIVER SEED

## ITEMS TO LOOK FOR:

The Northern Range isn't a good place to hunt for items, since good stuff like held items and TMs (the usual assortment) appear only rarely. Instead, you'll find plenty of seeds and orbs, so stock up on Reviver Seeds, Heal Seeds, and Travi Orbs. Kecleon Shops also appear.

## JOB DESCRIPTION:

Reclaim the items that were stolen from the Kecleon Shop.

## PREPARATION:

Your Pokémon should have levels in the low-to-mid 30s before you challenge this dungeon, but you can get away with being a bit lower-level if you can put together a party of good Electric, Ice-, or Rock-type Pokémon. Except Seviper, every wild Pokémon in this dungeon flies, so Electric-, Ice-, or Rock-type moves will be consistently powerful.

## IN THE DUNGEON:

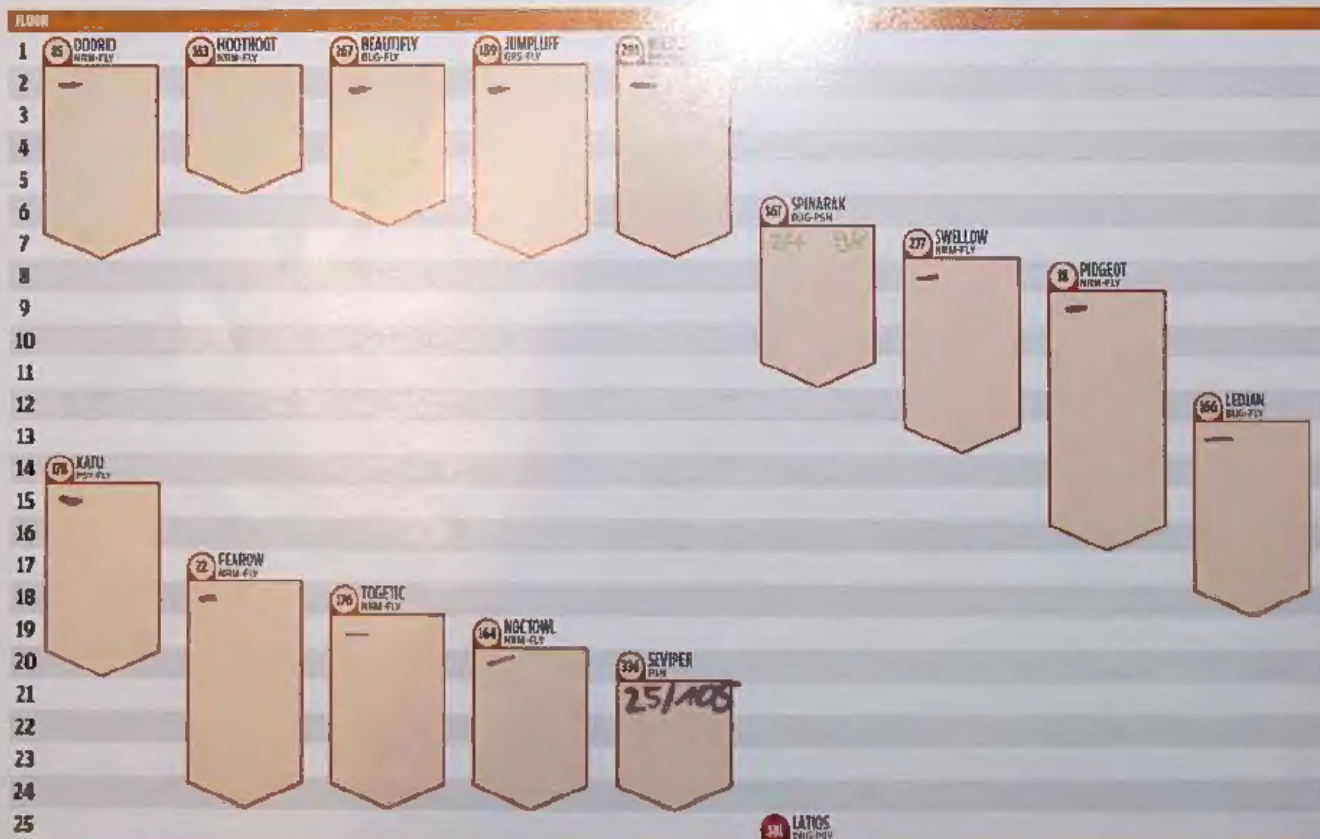
The Beautifly on the first six floors are among the toughest foes in this dungeon, thanks to the incredible Silver Wind move. This Bug-type attack damages everyone in the room heavily while potentially boosting the user's stats, and Beautifly can use it several times before you can get within range to use standard attacks. Leave Dark-, Psychic-, and Grass-type Pokémon at home and choose a leader with a good long-range attack to take Beautifly down from afar. In later levels, the main threat is Togetic, who knows many moves with random effects. You never know when Ancientpower or Metronome will unleash a devastating blow.

## 381 LATIOS



TYPE:  
**DRG-PSY**  
LVL: **30**  
HP: **600**

Latios uses a lot of defensive moves and basic attacks that aren't much of a threat. Aim for a quick victory with Dark-, Bug, or Ice-type moves before Latios can use Protect to drag out the battle. Don't worry about trying to recruit it, since it won't be possible at this point in the game.





**TERRAIN:**  
**WATER**

**FLOORS:**  
**25**

**TEAM MAX:**  
**3**

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- POKÉ
- REVIVER SEED

Pitfall Valley features the exact same assortment of items as Northern Range, and in the exact same frequencies. Keep your eyes open for held items, **TMs** and useful **orbs** and **berries**, but don't let the slim pickings distract you from your quest.

Butterfree, Magikarp, Skiploom, and Aerodactyl are all capable of inflicting nasty status conditions, so eliminate them from afar if possible. You'll notice enemies are beginning to travel in larger groups, so if a move or trap stuns you, attackers may overwhelm you quickly. Keep your party together so you'll have allies to protect you. If your leader catches something nasty, remember that you can always switch leadership if your friends don't seem capable of handling the responsibility themselves.



Latios and Latias have no money to repay your kindness, so they'll offer to reward you the only way they can—by joining your rescue team. Note that Latios is a Level-30 two-star-size Pokémon, while Latias is a Level-28 one-star-size Pokémon.



The image displays a collection of Pokémon cards from the Hoenn region, arranged in a grid-like fashion. The cards are numbered 1 through 25 on the left side. The cards shown are:

- 1. PIDGEOT (Normal/Fly)
- 2. FARFETCH'D (Normal/Fly)
- 3. LEDYBA (Bug/Fly)
- 4. SWELLOW (Normal/Fly)
- 5. DODOO (Normal/Fly)
- 6. YANMA (Bug/Fly)
- 7. MASQUERAIN (Bug/Fly)
- 8. SCYTHYR (Bug/Fly)
- 9. AERODACTYL (Rock/Fly)
- 10. SKIPLOOM (Grass/Fly)
- 11. SPEAROW (Normal/Fly)
- 12. HOPPIP (Grass/Fly)
- 13. SWABLU (Normal/Fly)

Handwritten numbers in green ink are visible on several cards:

- Card 3 (LEDYBA): 25 80
- Card 5 (DODOO): 35 57
- Card 6 (YANMA): 25 94
- Card 8 (SCYTHYR): 32 98
- Card 9 (AERODACTYL): 25 125
- Card 10 (SKIPLOOM): 25 95
- Card 11 (SPEAROW): 24 38
- Card 12 (HOPPIP): 24 38
- Card 13 (SWABLU): 24 90

A red dragon-like Pokémon is visible in the top right corner.



**The Guardian of the Sea does not welcome visitors, and has thrown 99 floors of obstacles in your way.**

**FLOORS:**  
**99**

**TEAM MAKE:**  
**3**

- CLEANSE ORB
- DIVE HM
- ESCAPE ORB
- HUGE APPLES
- MAX ELIXIRS
- PERSIM BAND
- PETRIFY ORB
- REVIVER SEED

You'll find the usual **TMs** and held items here, but don't waste space on anything you won't use. Supplies like **seeds** and **Max Ellex's** stop coming after 820F, and the **Blue Gummies** and **Grimy Food** stop at 830F. Fortunately, **orbs** and throwing items can be found on all 99 floors.

**Travel to Silver Trench to recruit Lugia.**

You'll need to recruit Zapdos, Moltres, and Articuno, then complete Event 4 to unlock Silver Trench. Load up your toolbox with staples before you set off on your journey; this dungeon will tear into your supplies like no other. Not only do you have to contend with 99 floors, but an endless stream of Sludge Traps and Sticky Traps will ruin your items one by one just as PP-Zero Traps make Max Elixirs all the more necessary. Because of that, it's best not to challenge this dungeon until you have a Pokémon with the Trap Seal IQ skill to lead your force. If you're going to try anyway, bring plenty of Reviver Seeds, Cleanse Orbs, and Max Elixirs. Bring a Water-type Pokémon (with Electric- and Grass-type backup) and either teach it the Dive HM or bring the HM along. Confuse-inflicting moves are common, so Persim Bands are a good accessory choice.

The Pokémon in this dungeon start out easy, but you'll be dealing with fully evolved Pokémon with levels in the 35-40 range by the end. There aren't enough Max Elixirs to compensate for the PP-Zero Traps, so throw items and use basic attacks whenever you can get away with it. Recruit wild Pokémon as you travel, use up their best moves, and set them free. (You can't keep them anyway. If you hope to recruit four-star-size Lugia.) All you'll find to eat here is Grimy Food, but don't worry about it; just eat it when you're near the stairs so the resulting status conditions will be cleared immediately. The food stops coming after B30F, so bring plenty to spare.



Silver Trench features both random Monster Houses and fixed monster houses that take up the entirety of B3SE, B5SE, and B7SE. Bring Petrify, Slumber, or Toller Orbs along with you so you can set one off and run for the stairs on the nightmarish floors.

LVL: 30  
HP: 800

After all you've gone through, you don't want to blow your chance to recruit Lugia, so say farewell to all but two one-star-size Pokémon. For an easy fight, try to paralyze Lugia before it can use Safeguard, but don't despair if you fail at that and all of your best moves are out of PP. Lugia's only offensive move is the fairly weak Gust, so it will mostly rely on weak basic attacks.

Editorial Board



## FLIPPER

© 2000 Blackwell Science Ltd

21  
22  
23  
24  
25  
26  
27  
28  
29  
30  
31  
32  
33  
34  
35  
36  
37  
38  
39  
40  
41  
42  
43  
44  
45  
46  
47  
48  
49  
50  
51  
52  
53  
54  
55  
56  
57  
58  
59  
60  
61  
62  
63  
64  
65  
66  
67  
68  
69  
70

9% KRADEBY  
WTR

120 STARYU  
WTR  
26 136

GRIMER  
P50  
32 110



347 ANORTH  
RE-BUG  
2-1 125

94 KINGLER  
WIT

SEALED  
ICE-WTR  
22 AL

134 VAPORON  
WTR

318 KARVANHA  
1973-0902  
27 17

73  
TENTACRUEL  
WTR PSH

379

30 W

Don't turn your back on **Dratini**, or they'll blast you with long-range **Dragonbreath**. KO them at close range so you can recruit them and use that great move against your enemies.

134 YAPDREON  
VII

147 DRATINI  
DNG

199 SLOWING  
WITH PSY

221 REMORAID  
WTF


Occillery have powerful long-range attacks, but can often be caught napping. Don't waste an opportunity to KO them—they're worth record amounts of Exp. Points.

89  
MUR  
MUR


CLAMPERL  
WITH  
35 13

134 VAPORON

120 CHINCHOU

 KINEDRA
**VAPREON**  
 1075

124 OCTILERY 1979


**WALREIN**  
 KLEB-STRICH



FLOOR

From page 97

71	100 CHINCHOU WTR-ELE	230 KINGORA WTR-GRS	366 CLAMPERL WTR	369 GOREBYSS WTR
72	35/135			
73				
74				
75				
76				
77				
78				
79				

Uleep are hardy creatures that primarily use attacks that inflict status conditions. A Monster House full of them is the ultimate nightmare, so turn tail and run while you can.

80		91 CLOYSTER WTR-ICE	134 Vaporeon WTR	345 Uleep WTR-GRS	349 RELICANTH WTR-ROCK
81				40/180	35/140
82					
83					
84					
85					
86					
87					
88					
89					

90	171 LANTURN WTR-ELE	348 CRADILY ROCK-GRS	367 HUNTAIL WTR
91			
92			
93			
94			
95			
96	216/432	237/504	104/408
97			
98			
99			



249 LUGIA  
PSYCHIC



# METEOR CAVE

Shannon was right—the Pokémon in Meteor Cave are like nothing you've ever seen before.

WATER

20

## ITEMS TO BRING:

- REVIVER SEEDS
- TIGHT BELT
- X-RAY SPECS

## ITEMS TO LOOK FOR:

There are no items in Meteor Cave, only Pokémon. In fact, if you're lucky, you'll find more than one Deoxys hanging out and let Deoxys come to you.

### JOB DESCRIPTION:

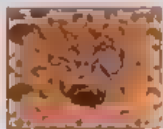
Defeat Deoxys in the strange cave that was unlocked in Event 5.

### PREPARATION:

You're allowed to bring only one Pokémon and no more than three items (plus a held item) into Meteor Cave. Ideally, your Pokémon should be a level-40-plus Dark-type that knows several Dark-type attacks and the Trap Seer IQ skill, but a level-50-plus Pokémon with strong attacks is a solid plan B. You'll have both berry and PP issues in this dungeon, so the bulk of your four-item inventory should be filled with the only thing that cures both: Reviver Seeds. You may also want to bring a Tight Belt for your Berry or X-Ray Specs to track Deoxys's movements.

### IN THE DUNGEON:

Each of the 20 floors contains a single, semitransparent Deoxys in one of three forms. From left to right, the three forms are Speed, Attack, and Defense. Speed can attack twice per turn, but both it and Attack will crumble under a good Dark-type Bite. Save your best moves for the Defense form. If the fight is allowed to run long, it will boost its stats to the point where your moves become completely ineffectual.



X-Ray Specs will allow you to find Deoxys without a lot of searching, but it's hard to justify using an inventory slot. Instead, find the metal plate that marks the stairs and rest (hold A and B) until Deoxys comes to you. Beat Deoxys to open the stairs.

384

## DEOXY'S (normal forme)



On the 20th floor you'll finally face Deoxys in its powerful (but recruitable) normal form. Unless you have access to the Haze move, you'll have to strike hard and fast with your best Dark-type moves to outrace the Defense and Special Defense boosts Deoxys will earn by using Cosmic Power repeatedly.

TYPE PSYCHIC

HP 35

950

1 Deoxys

2

3

4

5

6

7

8

9

10

11

12

13

14

15

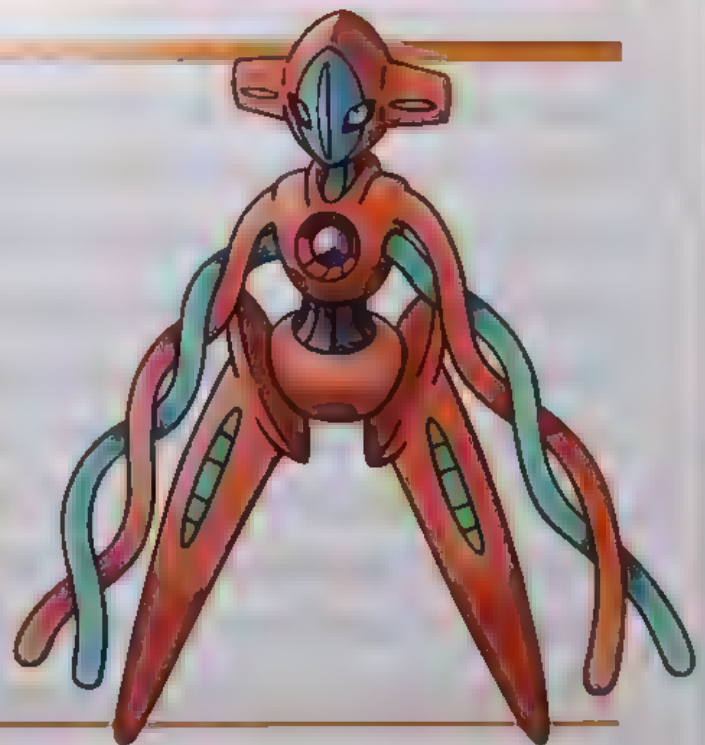
16

17

18

19

20 Deoxys





# FIERY FIELD

The field of magma is the first destination in the four-part Mirage Pokémon quest.

## MAGMA

### ITEMS TO BRING:

- CLEANSE ORB
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- RAINY ORBS
- REVIVER SEED

### ITEMS TO LOOK FOR:

You can find a wide variety of seeds, orbs, and held items here, including the new Joy Ribbon. You may also find rare stat-boosting Zinc, Iron, Protein, and Calcium drinks. On the 29th floor you'll find only one item: Fire Stones. If you need one for evolution, this is the place to come.

### JOB DESCRIPTION:

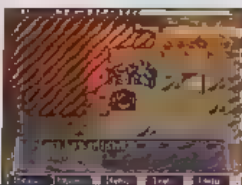
Defeat Entei to transform the Clear Wing into the Red Wing.

### PREPARATION:

To reach the Three Fields you'll need the Surf HM from level B20F of Sola Cave, and to have activated Event 6 (see p.87). You can bring it in your toolbox, but you might as well have one of your Water-types learn it, since it will be very powerful against the Fire-type Pokémon here. The wild Pokémon range from level 30 to 40, but since nearly all are Fire-type, a Water-themed party can claim victory at a much lower level. Bring extra food and Max Elixirs (or a few Cleanse Orbs), as you'll encounter plenty of Sludge and Sticky Traps.

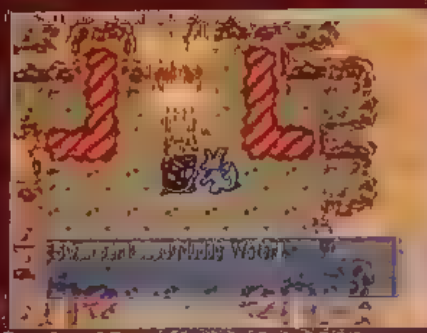
### IN THE DUNGEON:

You'll encounter Fire-type-boosting sunny weather on floors that end with a multiple of 5, so use Rain Dance or a Rainy Orb on those floors, or make a quick dash for the stairs. If you or your allies use moves that inflict status conditions, deselect them when the Machoke begin to appear on level 18, or you'll risk triggering their Attack-doubling Guts ability.



If you have a non-Fire-type Pokémon that can cross magma (such as Flying- and certain Ghost- or Psychic-types), leave it at home! This dungeon is full of narrow passages over magma pools, and flying or floating non-Fire-type Pokémon will burn themselves constantly.

## 244 ENTEI



Entei is quick and aggressive, but the Water-, Rock-, and Ground-type Pokémon that got you this far will make short work of it. Blast it with Bubble then finish the job with a few uses of Surf or Dig. Entei will reward your effort by transforming the Clear Wing into the Red Wing and unlocking Lightning Field.

TYPE FIRE  
HP 45  
EXP 600



### POKÉMON

1	37 YULPIX FIRE	237 URSARING STEEL	216 SLEGGMA FIRE	322 NUMEL GHOST
2				
3				
4	4 CHARMANDER FIRE			
5				
6				
7				
8				
9				
10	78 RAFFINASH FIRE			
11				
12				
13				
14				
15				
16		154 OLIVIVA FIRE	323 CAMERUPT FIRE/GRD	
17				
18			67 MACHOKE FIGHTING	
19				
20			239 MAGCARGO FIRE/FLY	

Go page 107



FLOOR	156	327	67	279	286	5	244
21	OLYLAVA	CAMERUPT	HAUNKE	MAGARGO	COMBUSHEN	CHARMELEON	EXIT
22							
23							
24							
25							
26							
27							
28							
29							
30							

# LIGHTNING FIELD

The Mirage Pokemon quest continues in the lightning-ravaged Field where Raikou makes its home.

TERRAIN:  
**WATER**

FLOORS:  
**30**

## ITEMS TO BRING:

- CHERI BERRY
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- PERSIM BERRY
- REVIVER SEED

## ITEMS TO LOOK FOR:

Silrus Berries, Protein, and the like are scattered across the dungeon floors, and more exotic items (rare orbs, gummies, and Ginseng) can be found within the walls if you have Super Mobile or a Mobile Dig, or want to use Rock Smash a lot. Thunderstones are everywhere on 29F.

### JOB DESCRIPTION:

Defeat Raikou to transform the Red Wing into the Sunset Wing.

### PREPARATION:

Once again you'll need to Surf your way to the Three Fields. Obviously Water-types won't be as useful in this Electric-type playground as they were in the last dungeon, so you may want to bring the Surf HM and leave the surfer at home. (Ground- and Grass-types are a far better choice for this dungeon.) You'll face a lot of Paralyze and Confuse effects here, so pull the Cher and Persim Berries out of storage and try to fill your roster with Pokémon that know the Self-Curer IQ skill.

### IN THE DUNGEON:

You'll face a flurry of Sonic Boom moves here, and even Pokémon with lack-ranged attacks will compensate by grabbing the many Gavel and Sticks found here and throwing them with abominable accuracy. Attacks to take out the would-be snipers before they can do off your weak members. Save some long-range PP for the Electric-type, however as they'll use Explosion as soon as they can get within range.

**243** **RAIKOU**

TYPE: **ELECTRIC**

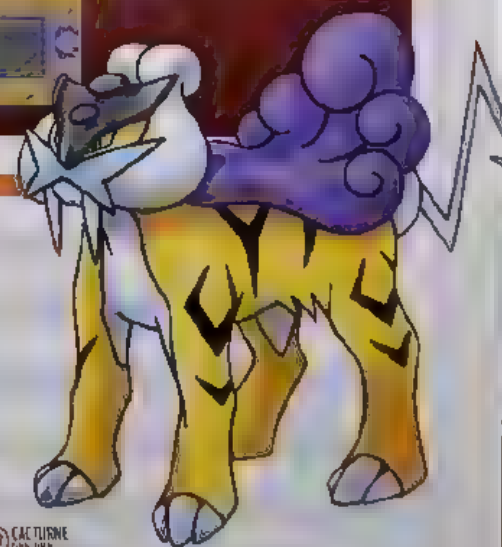
LV: **45**

HP: **650**

Rock and Ground-type Pokémon will dominate here, provided you can keep them from being paralyzed. If you lack good type-coverage moves, use a Stun Seed or Electric-type moves of your own to paralyze Raikou.

	11	179	309	180	70	242	155	334
1	MAGHEMITE	MARPER	ULTRAJE	FLAUFFY	PLUSLE	MIRLIN	JOYTEON	CACTUSINE
2		281/125	12453	30 135	30 124	30/124		
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

In Red Rescue Team, you'll encounter Plusle in this dungeon. In Blue Rescue Team, you'll encounter Minun instead.







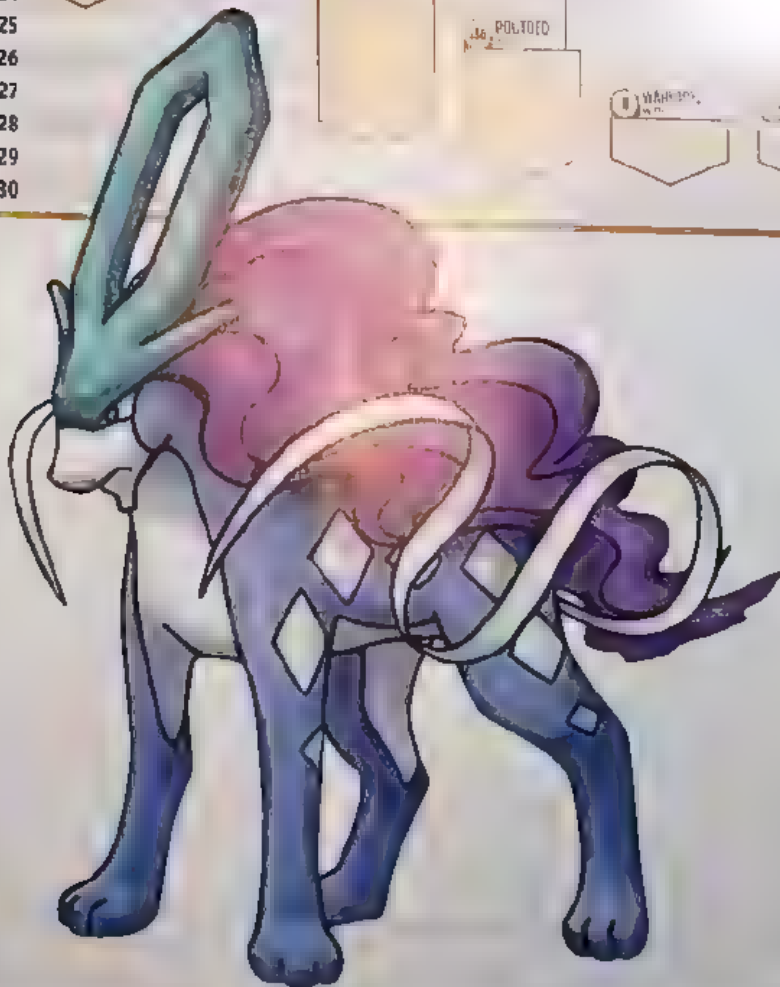
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

60 POLIWAG WTR  
124 JYNX FLY PSY  
303 VOLBEAT BUG  
184 AZUMARILL WTR  
342 CRAWDAUNT WTR GRN  
301 DELCATTY WDM  
61 POLIWHIRL WTR  
134 VAPOREON WTR  
62 POLIWRATH WTR FTL  
134 VAPOREON WTR  
55 GOLDRICH WTR  
146 POLITOED  
1 WARRIOR WTR  
134 VAPOREON WTR  
399 ABSOL DRT  
245 SLURPUNE WTR

89 MUK PSN  
225 DELIBIRD ICE FLY

Blast Delibird with long-range Fire-, Grass-, or Electric-type moves if you can. While most are harmless, every now and then one will give you a lethal Present worth 120 HP of damage, regardless of your stats.

Politoad knows the power of the water. It affects the entire field. KO's Pokémon with the water type. bers catch it. (all 3)



Wand: Tshubee

Alt. Paraway is home to both the rumored Mirage Pokémon and the rare and valuable Friend Bow.

40

**TEAM MAKE**

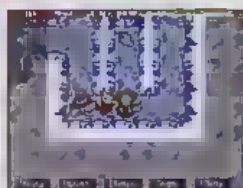
- CLEANSE ORB
- HUGE APPLES
- KEY
- MAX ELIXIR
- POKÉ
- REVIVER SEED
- TRAWL ORB
- X-RAY SPECS

You may find a few basic seeds and berries on Mt. Faraway, and on occasional TM in a Monster House, but other than that you'll find only **Poke**. There's nothing wrong with that—you can use it to buy items like **Calcium**, **Protein**, and **Zinc** at this dungeon's Ketchum Shops.

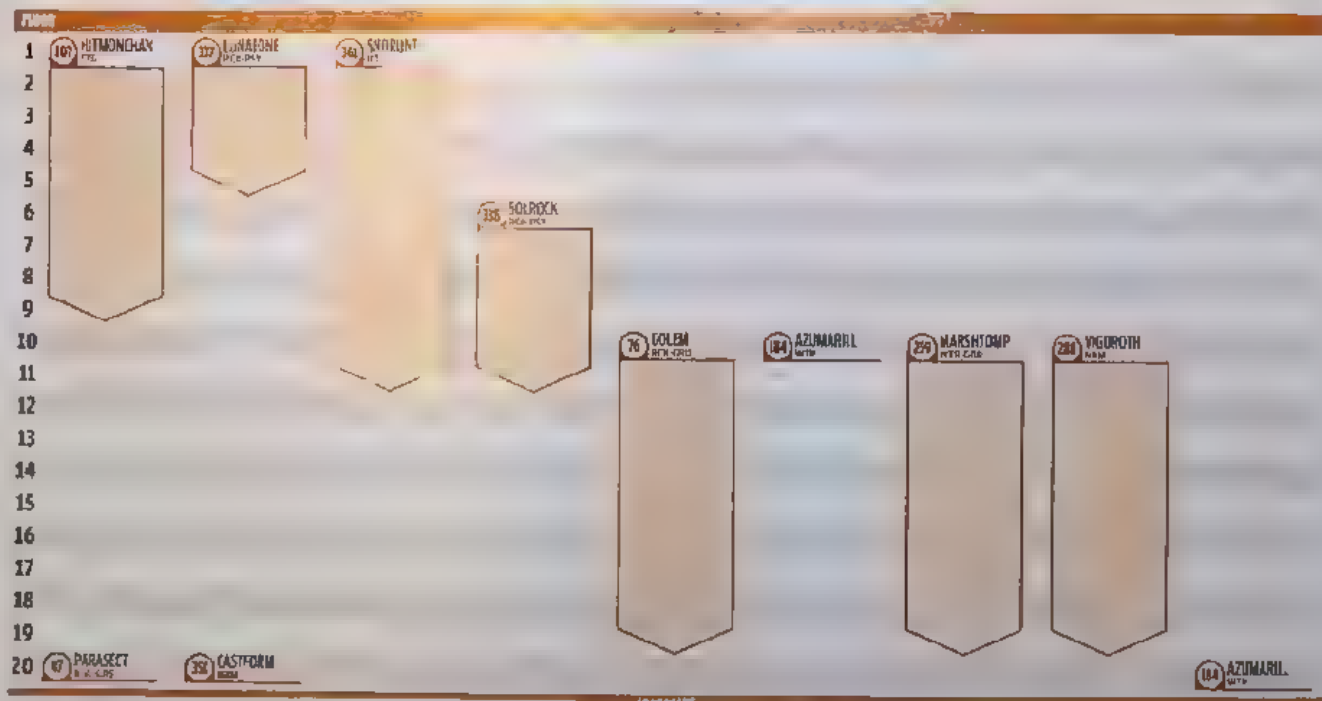
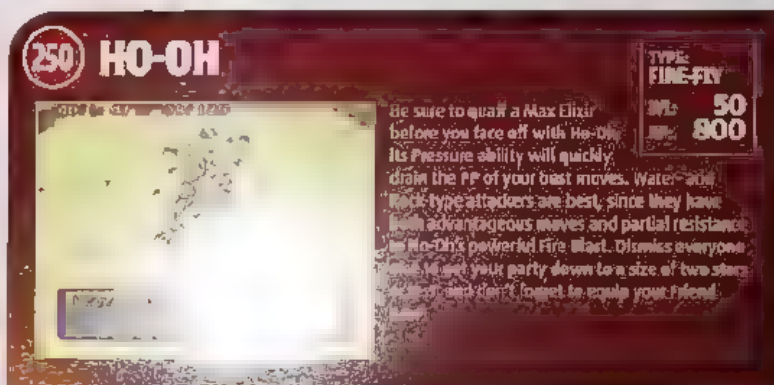
**Recruit Ho-Oh to prove its existence to Spinda and unlock Western Cave**

You'll definitely want to bring a Key with you this time, as the Friend Bow locked away in 3D will make all Pokémon easier to recruit, including this dungeon's difficult boss. Since Mt. Faraway contains almost nothing except Poké (although monster houses may hold other items as rewards), you can fill nearly your entire inventory with supplies. Bring plenty of Poké too, since you can buy stat-boosting items in Kedeon Shops. If you don't have a lot of cash, bring Trawi Orbs and use them at the stairs to rob the shop blind, or take a little loot on the carpet and use an Escape Orb to flee before you step off the carpet and Keeton asks you to pay.

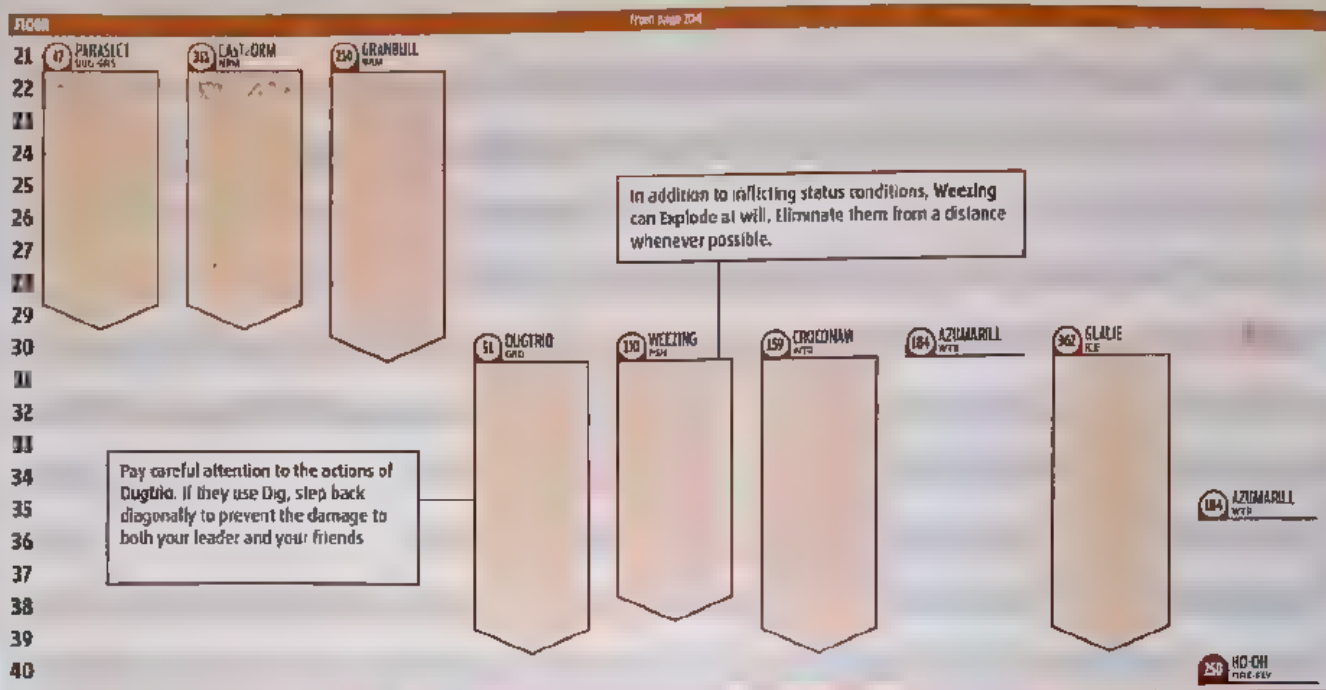
Considering a little trouble I took to unlock this dungeon, you'd expect it to be a bit tougher. The mostly level 20-40 Pokémon on the first 30 floors should be much of a challenge to teams that conquered the Three Fields, but there are a few serious threats on the last 10 floors. Glalie is at level 45 and can seriously damage your party with Hail, or Powder Snow, while Old Groudon likes to sneak up and use Magnitude as a move that may randomly devastate your entire party. Parasect and Weezing aren't too much of a threat solo, but the status conditions they can inflict can set you up for a beating, especially if you're inside a Monster House (they're extremely common on the 14th and 29th floors).



This is the one and only place in the game where you can find the Friend Bow, a held item that you can give to your leader to increase your odds of recruiting wild Pokemon. Remember to equip it before you battle Ho-Oh!







# WESTERN CAVE

Mewtwo's tough, but not too grinding floors you'll find

## ITEMS TO BRING:

- FANSE ORB
- AL SEED
- ICE APPLES
- MAX ELIXIRS
- POKE
- REVIVER SEEDS
- TIGHT BELT
- X-RAY SPECS

## ITEMS TO LOOK FOR:

The items you'll find here are mostly berries, seeds, Max Elixirs, and drinks like Protein and Calcium. The stat boosters are more common here than anywhere else, as are Keys. Rare Kecleon Shops sell gummas and Reviver Seeds, so bring a few POKÉ

## JOB DESCRIPTION:

Explore a newly discovered cave in search of a fabled treasure.

## PREPARATION:

You'll need to recruit Ho-Oh to open this cave, but you shouldn't enter until you have the Cryptic Cave Friend Area. Mewtwo is the big draw here, and you wouldn't want to get all the way to it only to realize you can't actually recruit it! There is a wide variety of Pokémon in Western Cave, so bring your most versatile and highest-level teammates. If you can't field a team of three Pokémon that are level 45 or higher, you may not be ready for this dungeon yet. Consider your toolbox carefully: This is a very long dungeon and there are no basic supplies to find. Fill up your toolbox with food, Max Elixirs, and Reviver Seeds. Bring X-Ray Specs for your leader and equip a Weather Band for an ally.

## IN THE DUNGEON:

The first 50 floors are fairly easy, but the difficulty climbs rapidly after that. Floors 51 to 60 are constantly swept by sandstorms, so put on a Weather Band if you can. By floor 61, the levels will be getting larger, preventing quick progress. Monster Houses are common, so be wary whenever your X-Ray Specs reveal three or more treasures in a single room. It will nearly always be a trap. Speaking of traps, expect to encounter a lot of them, and unless everyone knows the Trap Avoider IQ skill, you'll need to maneuver carefully to avoid triggering them repeatedly with your allies. You won't find any food, but the berries and stat-boosting drinks will fill your belly a bit. Consume every one that you find.



There is one treasure room on B59F, but the item it contains (a Beauty Scarf, needed to evolve Feebas) isn't nearly as precious as the dozens of Keys you can find in the dungeon. Open up plenty of inventory slots so you can take at least a half-dozen Keys with you.

## 150 MEWTWO



For all the buildup, Mewtwo isn't too tough. It knows primarily defensive moves and will boost its stats and use Haze while you chomp away with Dark-type moves like Bite. You need only one empty slot to recruit Mewtwo, so don't miss someone before the fight.

TYPE: PSYCHIC  
LVL: 40  
HP: 900





51 VENUSAUR (PSY/FIN)  
52  
53  
54  
55  
56  
57  
58  
59  
60 MACHOP (FIGHT)  
61  
62  
63  
64  
65  
66  
67  
68  
69  
70  
71  
72  
73  
74  
75  
76  
77  
78  
79  
80  
81  
82  
83  
84  
85  
86  
87  
88  
89  
90  
91  
92  
93  
94  
95  
96  
97  
98  
99

65 ALAKAZAM (PSY)  
201/135

140 PARALIGATOR (WATER)  
201

201 MILTANK (NORMAL)  
201

268 TYRANTAR (ROCK/DARK)  
268

157 TYPHLOSION (FIRE)  
157

259 SCORPION (PSY)  
259

30 MINETALES (FIRE)  
30

260 SWAMPERT (WATER/GROUND)  
260

68 MACHOP (FIGHT)  
68

154 MEGANIUM (LIGHT)  
154

268 STEELIX (STEEL/DARK)  
268


6 CHARIZARD (FIRE/FIGHT)  
6

9 BLASTOISE (WATER)  
9

Long, and if you trigger  
why it be KO'ing machines. Send  
your + + + type Pokemon running with  
the Get Away skill so there's no chance of inflict-  
ing a burn or paralysis.

Charizard and Blastoise dominate the last 10 floors.  
Charizard is the power hitter, but Blastoise's  
Defense will allow it to stall until reinforcements  
arrive. Avoid these tough fights whenever possible.

150 NEW TWO



# WATERFALL POND

Use your Waterfall HM to enter this bountiful pond where many rare Pokémon make their home.

GROUND

FLOORS:

19

3

## ITEMS TO BRING:

- APPLE
- MAX ELIXIR
- REVIVER SEED
- ORAN BERRY
- WATERFALL HM

## ITEMS TO LOOK FOR:

Staple items like Oran Berries, Heal Seeds, and Max Elixirs are common here. Outside of that, all you'll find is Geo Pebbles (a new type of projectile) and Poke.

### JOB DESCRIPTION:

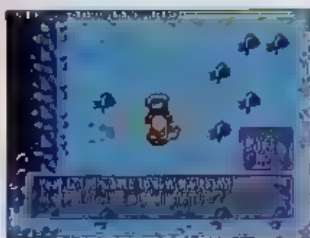
There is no particular goal here, but this is a good place to recruit rare Pokémon.

### PREPARATION:

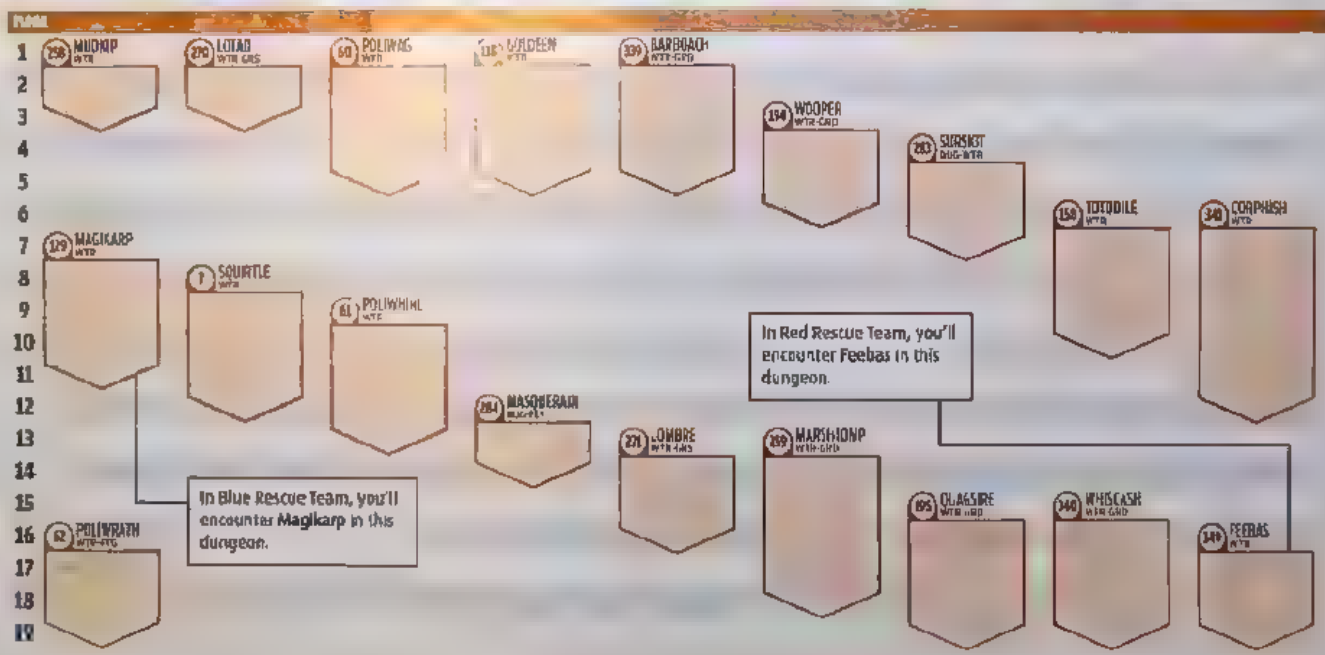
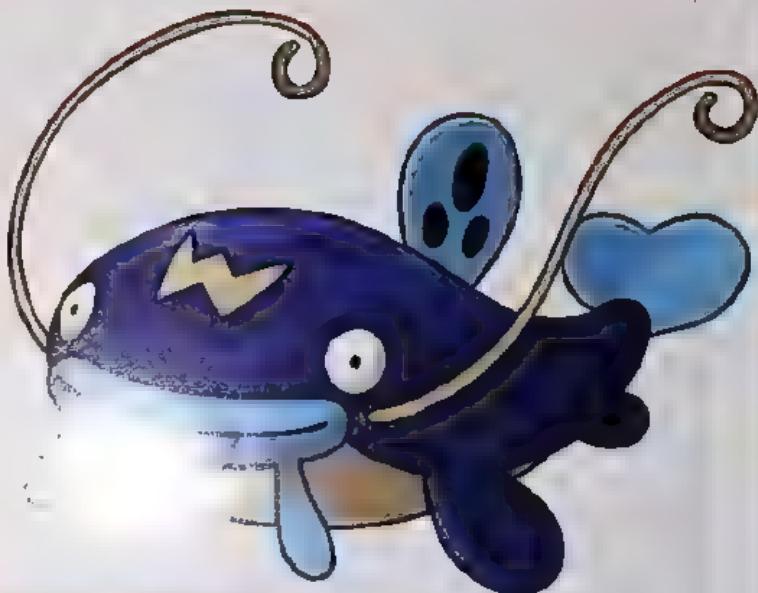
Gaining access to Waterfall Pond will take a bit of effort, but once you're inside you'll find it to be one of the easiest extra dungeons and an ideal location for raising weak Pokémon. To get in, find a Key in Solar Cave or Western Cave and take it to B1F of Solar Cave, where you can unlock a treasure room to earn the Waterfall HM. Teach that move to a party member or bring the HM with you when you enter.

### IN THE DUNGEON:

Grass- and Electric-type Pokémon will enjoy continuous success here, although your Water-type Pokémon may be stymied by the ability of Wooper, Quagsire, and the Poli-Pokémon to absorb Water-type moves. Keep an eye out for Geo Pebbles, a slightly more powerful version of Gravelerocks that appears in large quantities only in this dungeon. The recruitment opportunities include a pair of game-version-exclusive Pokémon (Magikarp for Red Rescue Team and Feebas for Blue Rescue Team) that can be found nowhere else.



In case your party is short on good Water-type Pokémon, you'll find plenty in Waterfall Pond, and they'll all be at low enough levels to make recruitment easy. Among the best are potential starters Squirrel and Mudkip, and the Grass- and Water-type Lotad. Red Rescue Team players can recruit a Magikarp, and Blue Rescue Team players can recruit a Feebas, both of which have very formidable evolved forms.





# GRAND SEA

Dive deeper into the ocean to collect a pair of rare evolution items and other great treasures.

TERRAIN:  
**WATER**

FLOOR:  
**30**

TEAM MAX:

## ITEMS TO BRING:

- DIVE HM
- HUGE APPLE
- MAX ELIXIR
- REVIVER SEED
- K-RAY SPECS

## ITEMS TO LOOK FOR:

You can find a lot of rare orbs and seeds here, including fun **One-Room Orbs** and useful antihoss weapons like **Totter Seeds** and **Slumber Seeds**. You can also find a few TMs and held items including:

**Link Cable** (a rare item that can't miss the evolution items on floors B15F and B25F).

## JOB DESCRIPTION:

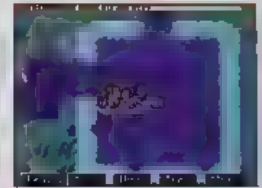
Retrieve two rare Evolution items and pass by a rare Pokémon.

## PREPARATION:

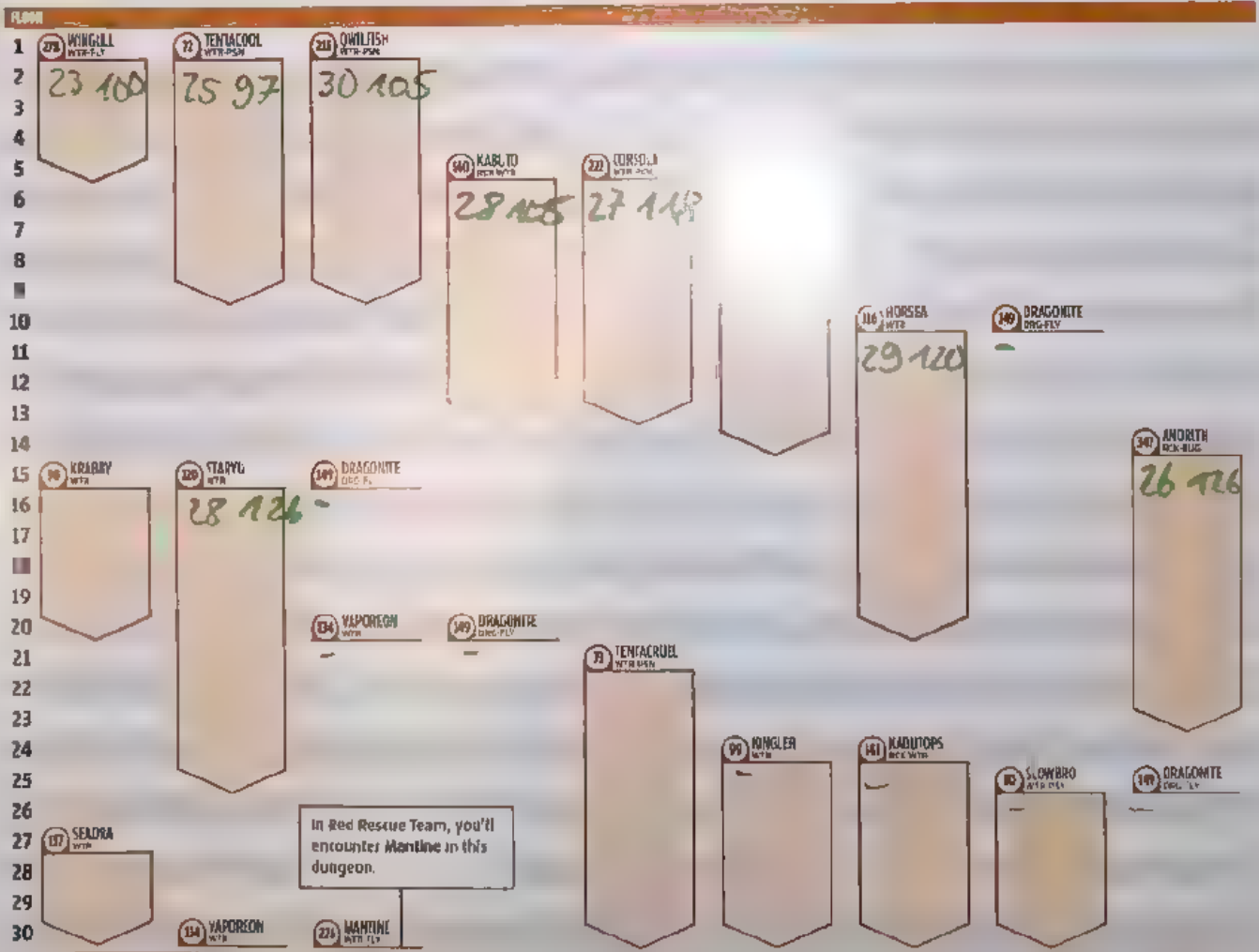
To enter this dungeon you'll need to purchase the Serene Sea Friend Area and have either a Pokémon with the Dive skill or the Dive HM itself (found on B10F of Solar Cave). Bring a Pokémon that can cross water terrain so you can retrieve this dungeon's two prizes, and Electric- and Grass-type allies to provide security.

## INSIDE THE DUNGEON:

Dragonite appears occasionally on floors B5F, B10F, B15F and B25F, and its Dragon Rage ability (which deals a flat 65 points of damage) can be a threat. There's no Joss, but Red Rescue Team players can try to capture a rare Mantine on the final floor. Mantine is a two-star size Pokémon, so if you have a four-star Pokémon in the group, you'll need to send it home.



There are two Evolution items in this dungeon: the Deepseascale on B15F and the Deepseatooth on B25F. They can be used (along with a Link Cable) to evolve Clamperl into Gorebyss and Huntail, respectively. If you need a Link Cable, come back after claiming the Deepsea items.



# FAR-OFF SEA

A pair of TMs that teach Grand new moves are the big prizes in this 75-floor underwater trench.

WATER

75

TEAM MAY

## ITEMS TO BRING:

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
- KEY
- MAX Elixir
- DRAGON BERRY
- REVIVER SEED
- STAMINA BAND

## ITEMS TO LOOK FOR:

This is a good place to search for held items, as rare gear like **Tight Belts** and **Joy Ribbons** appear fairly frequently. After B51F you may stumble upon Clamperl evolution items **Deepseatooth** and **Deepseascale**, and ever-welcome **Keys**.

## JOY DESCRIPTION

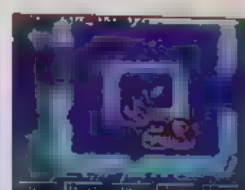
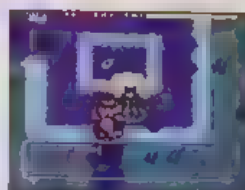
Retrieve two new TMs from treasure rooms and recruit rare Pokémon.

## PREPARATION

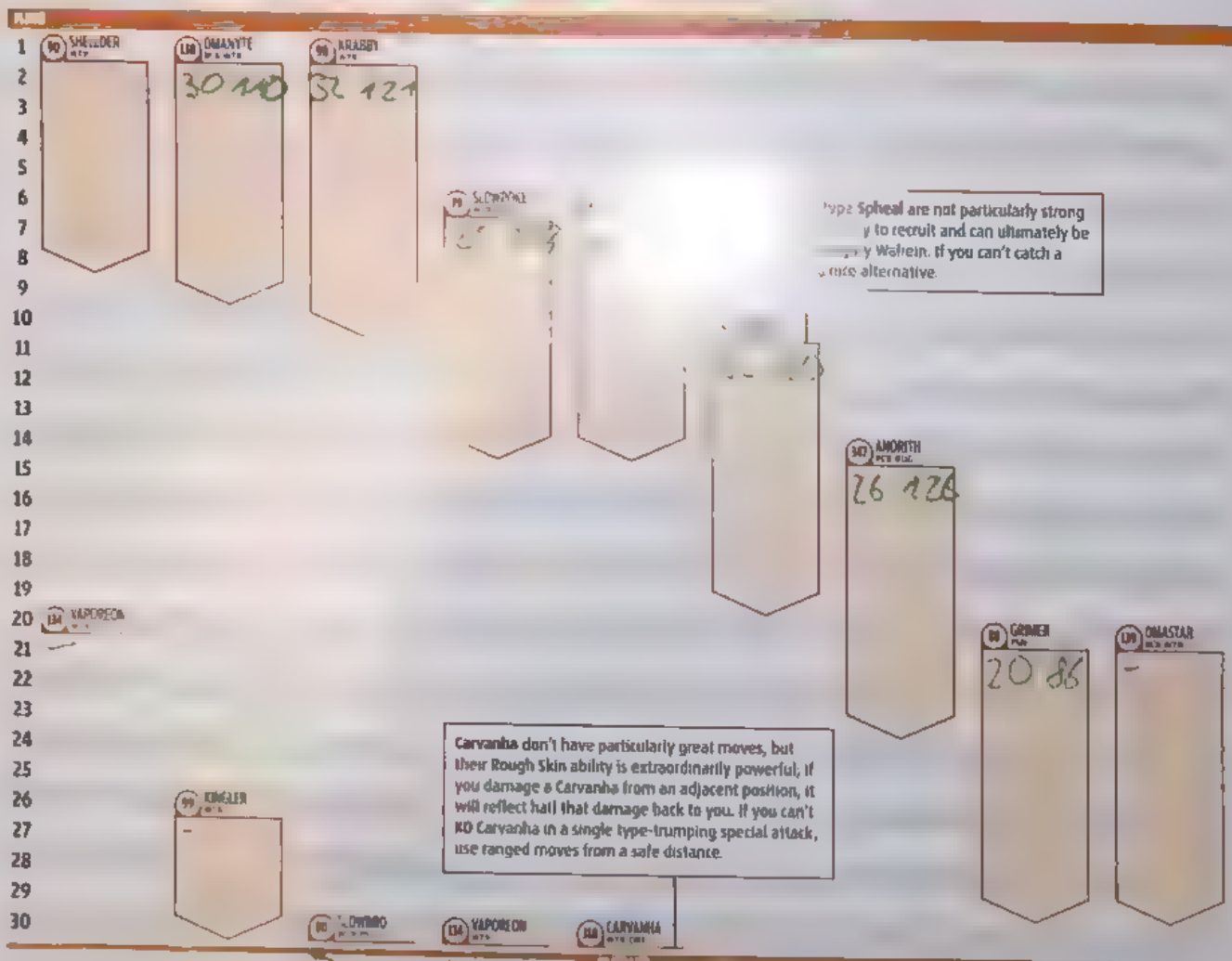
Far-Off Sea has the same Serene Sea Friend Area and Dive HM prerequisites as Grand Sea. Electric-type Pokémon make the best allies this time, since you'll run into a lot of Ice-type moves that will heavily damage the Grass-type Pokémon that are usually so good underwater. Double up on the Huge Apples or bring a held item like the Stamina Band or Tight Belt—there is not a scrap of food to be found here.

## IN THE DUNGEON:

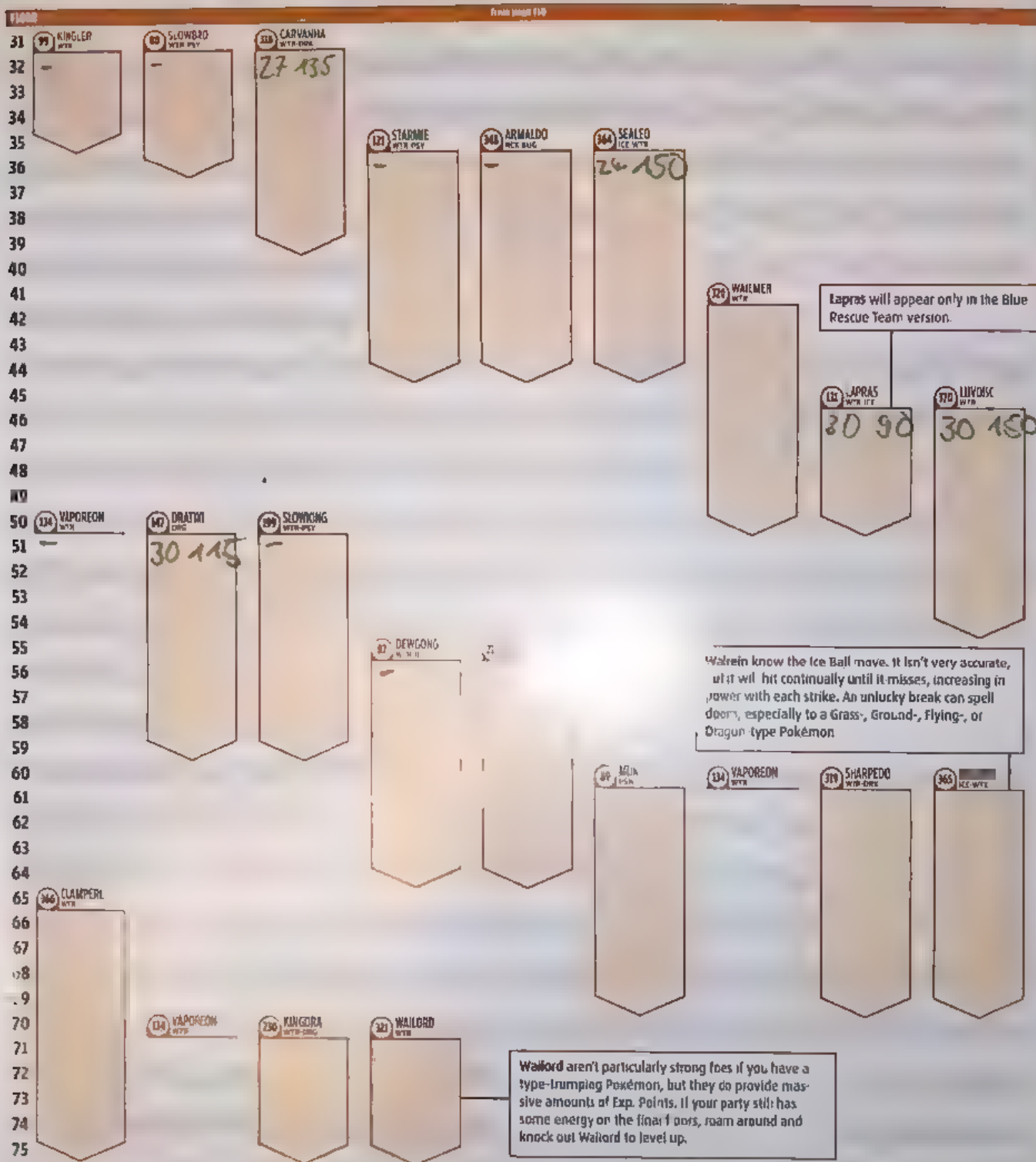
If you're playing the Blue Rescue Team version of the game you'll find the ever-useful Lapras prowling between B45F and B50F. If you're not, you'll still find plenty of promising recruits, like Spheal and Clamperl. Beware of Monster Houses that appear on B14F, B29F, B46F, and B64F, often in the first room of the floor.



You'll find a treasure room that holds the Wide Slash TM on B50F, and another that holds the Vacuum-Cut TM on B72F. Keys don't begin appearing until B51F, after the first treasure room, so bring at least one with you.







# WISH CAVE

This bizarre dungeon reduces your entire party to Level 1, but offers great rewards in return.

LEVEL 1  
WATER

99

TEAM MAX  
3

## ITEMS TO BRING

- ESCAPE ORB
- GRAVELEROCK
- HUGE APPLE
- JOY RIBBON
- LINK BOX
- REVIVER SEED
- TM
- WISHSTONE

## ITEMS TO LOOK FOR:

Oran Berries, Blast Seeds, and Huge Apples are common, as are throwing items of all types. You also find a wide variety of seeds and orbs, many of the game's best offensive TMs, and nearly any held item except for the Joy Ribbon, which, ironically, would help the most.

### JOB DESCRIPTION:

Rescue Medicham from Wish Cave, then return to meet Jirachi.

### PREPARATION:

At the start of this dungeon your rescue team will be reduced to level 1 Pokémon with only the starting moves and 21 point IQ. (The effect isn't permanent and everyone will warp to their previous condition when you leave.) For the longest possible party, bring fully evolved three-stage Pokémon, since they will have higher stats than most other Pokémon, and a good selection of moves at Level 1. (The only ones that are standouts. Whatever roster you choose, bring an Escape Orb so you can warp out and try again if your Pokémon turn out to have bad moves at Level 1. You can bring extra TMs to improve your move selection, but don't use anything extremely precious since your Pokémon will forget the moves at the end of the dungeon.)

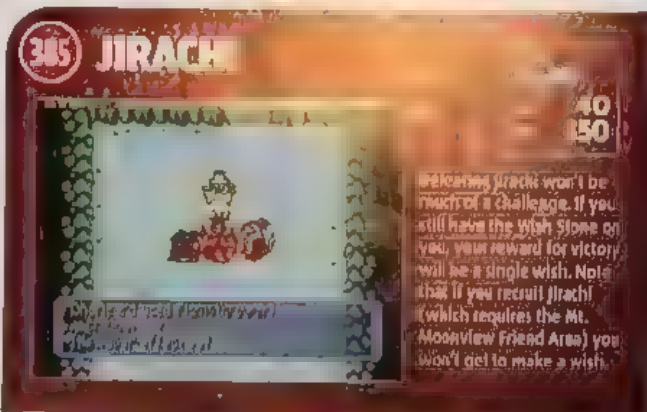
You can't bring Poké, so bring a high-value item or two to sell for money at the shops. Joy Ribbons are a good way to level up quickly, but don't waste your Joy Seeds in an area where the effects won't be permanent. Don't forget the Gravelerocks—remember how good those were at Level 1? You can find Link Boxes inside Wish Cave, but if you have extras, you should bring one to use right off the bat. Also bring plenty of Reviver Seeds and a few Max Elixirs, but don't worry about food; you'll find plenty inside.

### IN THE DUNGEON:

After rescuing Medicham at B20F, your party will warp out and your stats will be reset to normal. That task isn't overly tough, but completing all 99 floors to reach Jirachi is, if you intend to do so, follow the advice above and make an effort to clear out nearly every floor in the cave, as that's the only way to level up enough to complete the upper floors. Not every enemy is worth fighting, however. foes like Machop and Skarmory on the early floors and Kadabra and Voltorb on the later floors are best avoided.



You are here on a rescue mission. Your first foray will end at 20F when you reach Medicham (you can't recruit it). If you choose to defeat it, you'll warp out again, bring the Wish Stone Medicham gave you. But don't despair! You can still recruit it. Just use the placement on B50F (no Key recruitment) and you'll have the first Wish Stone you've ever met. Link Box instead.



## Jirachi Wish List



When you defeat Jirachi and fail (or refuse) to recruit it, it will offer you one of the five wishes detailed below.

### Wishes

#### Lots of Money

Jirachi offers piles of cash, usually between 10,000 and 100,000 Poké.

#### Lot of Items

Jirachi drops up with items that appear randomly.

#### Lot of Friends

Jirachi will buy you an as-yet-unpurchased Friend from the Wigglytuff Club.

#### Lot of Seeds

Jirachi will fill up with Joy Seeds and a few other seeds.

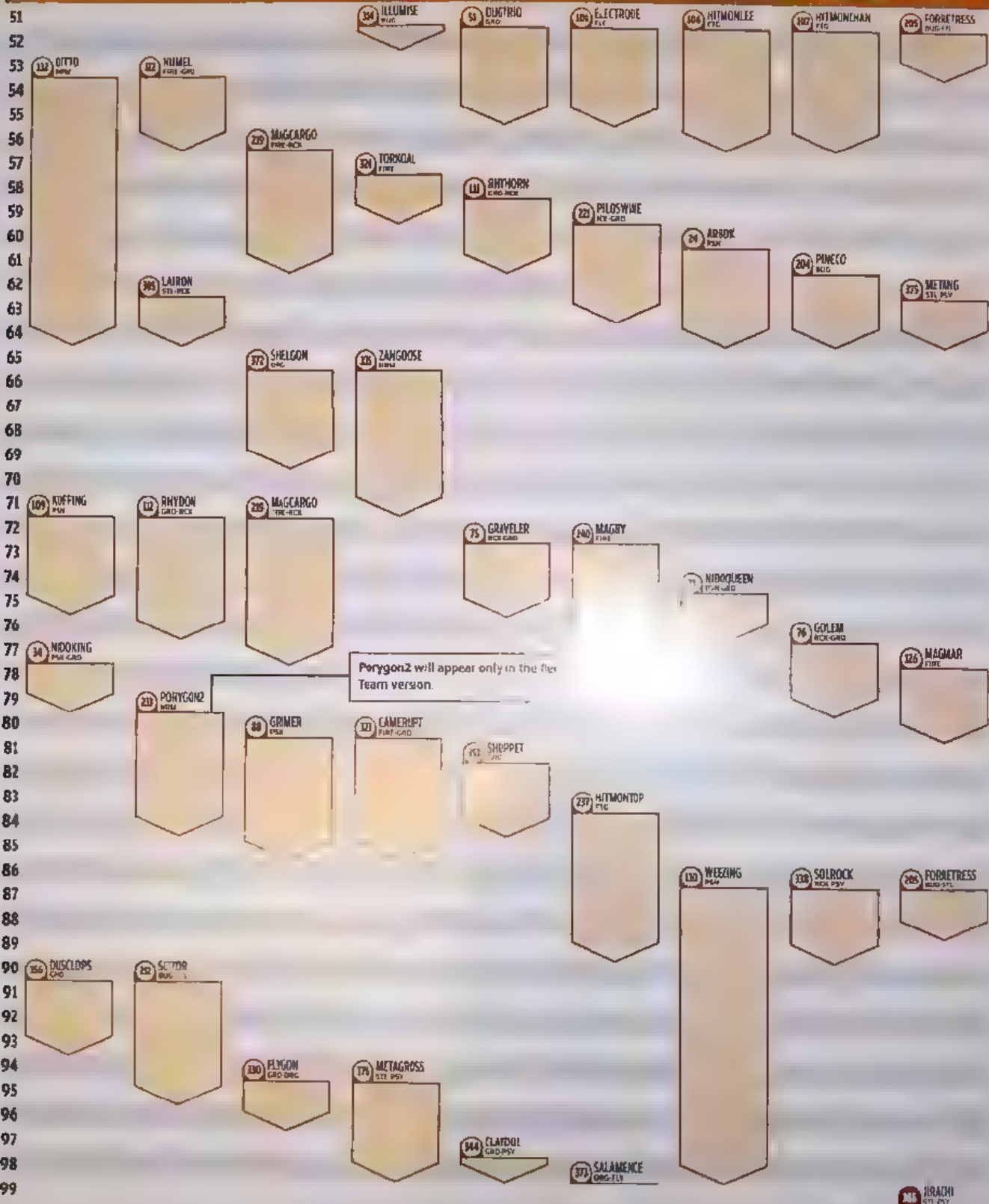
#### Lot of Power

The next day, Jirachi will either raise your rescue team rank to the next level, or give you an as-yet-unrecruited nonboss Pokémon. If you don't have that Pokémon's Friend Area, Jirachi will throw that in too.





[illegible]





# MURKY CAVE

The final chapter in the tale of Gardevoir and the Ninetales curse will be written in Murky Cave.

TERRAIN:  
**WATER**

FLOORS:  
**19**

TEAM MAT:  
**3**

## ITEMS TO BRING:

- GRAVELEROCK
- HUGE APPLE
- MAX ELIXIR
- PETRIFY ORB
- REVIVER SEED
- STAM NA BAND

## ITEMS TO LOOK FOR:

The only item you'll find in the Murky Cave is **Poke**, although you may find other prizes in Monster Houses.

### JOB DESCRIPTION:

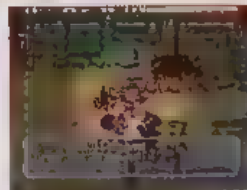
Escort Gengar to Murky Cave and free Gardevoir from its curse.

### PREPARATION:

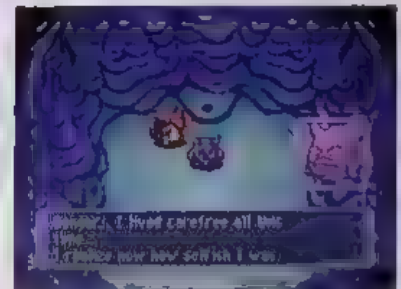
With all the work it's taken to reach this point, there's no doubt that your team is up to the challenge of Murky Cave. Gengar, however, is not. At only level 15, Gengar is unlikely to survive more than a turn or two of combat, so you'll want to bring plenty of Reviver Seeds to protect it. Ghost-type allies that can protect Gengar within walls make for good companions, as do Pokemon with room-wide attacks like Heat Wave and Vacuum-Cut. Bring plenty of Gravelerocks or Geo Pebbles, both to throw at Ghost-types within walls and to KO Shedinja.

### IN THE DUNGEON:

The only item that appears naturally here is **Poke**, so if you see a TM or Field Item 1 means you're about to enter a Monster House, and should look for a different route. Also watch very carefully for Pitfall Traps, because if Gengar steps on one, you'll fail the quest instantly.



Protecting Gengar is priority one. Focus on finding the stairs, but don't try to evade any foes, lest they slip behind you to get at Gengar. Many of your foes can pass through walls, so fight them with Gravelerocks and your own Ghost-types.

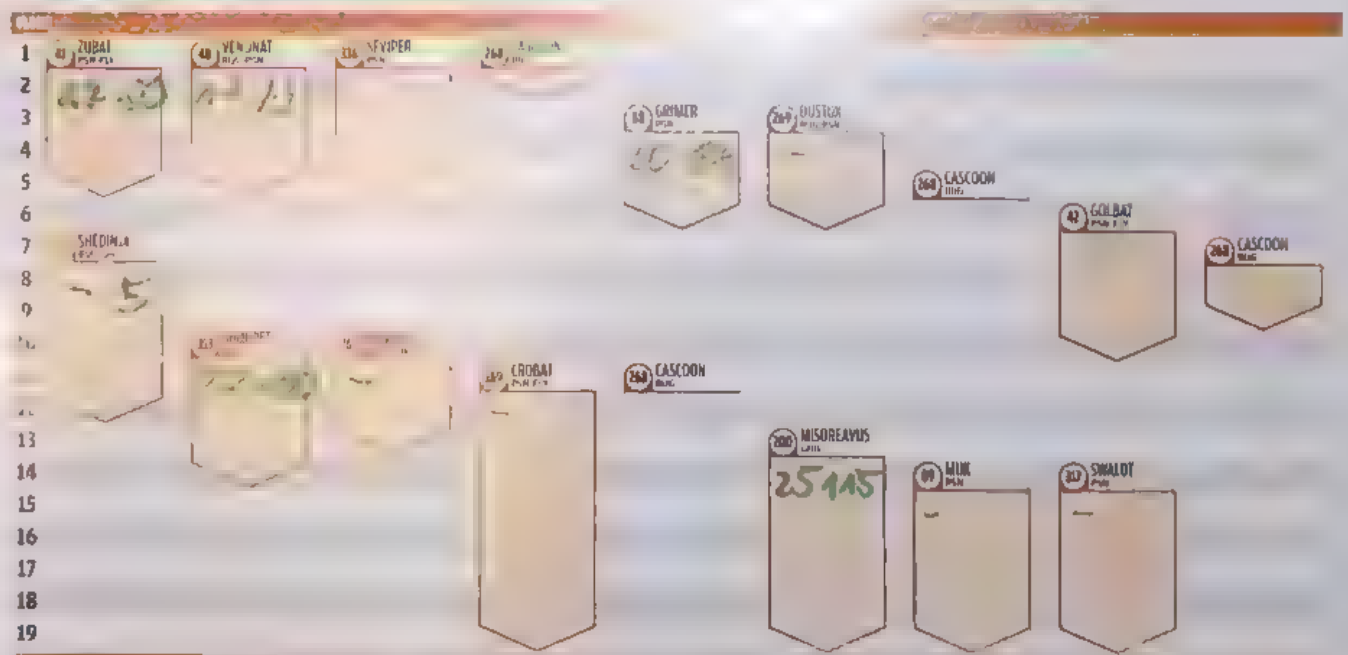


After you complete the quest, Gengar will reach the room with Gardevoir's remains. An unseen spirit will be seen. If you are not out and you are through.

After you complete the quest, Gengar will reach the room with Gardevoir's remains. An unseen spirit will be seen. If you are not out and you are through.



Even after you rescue Medicham, there are several steps involved in triggering the event in which Gengar asks for your help. See Event 9 on page 87 for a detailed summary of how to bring Gengar back into your life.



**At least Celebi, a single Pokemon must start at level 1 with no items and conquer 99 floors.**

90

10

• NO ITEMS ALLOWED

You'll find most of the game's random items here, with the exception of gummies. Virtually every held item is in the mix, as are most useful **TMS** **Apples** (at least **Grimy Food**) are plentiful, and you'll find more weird **orbs** than you know what to do with. Use them with abandon!

Reach the 99th floor and recruit Celebri.

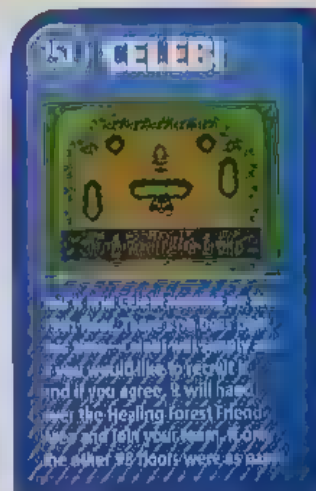
**PREPARATION:** You'll have to do this quest solo (even recruitment is impossible), and if you dare to bring any Poké or items, even a held item, they will be destroyed upon entry to the forest. Therefore, the only real preparation is to choose your Pokémon. As with Wish Cave, we suggest the third Evolution of a three-stage Pokémon. Charizard is a particularly good choice, since its Heat Wave move can clear a Monster House in a single blast.

**IN THE DUNGEON:** If you explore each floor thoroughly, claiming every item and defeating every foe, you'll gain enough Exp. Points to survive and find an adequate supply of Apples, throwing items, and berries. Max Exits are slightly less common, so rely on basic attacks when you can, and replace spent weaker moves with TMs when necessary. When filtering your inventory to make space, hold onto the highest-value items so you can sell them at Kevleon Shops. If you see a Reviver Seed on the carpet, do whatever it takes to get it—they don't appear naturally in the forest.

With only one character, there's always the possibility of a fluke KO. The biggest threats are Pokémon who inflict status conditions, so use ranged items and moves to KO characters like the various forms of Clefable and Illumise as well as any Grass- or Bug-type foe. (Electric types may cause Paralyze, but at least you can still throw items.) Equally dangerous are Pokémon who use multi-hit moves like Fury Attack. Champions include Beedrill, Fearow, Doduo, Swabby, and Hitmonchan.



There is a possibility of running into a Monster House on any floor, but floors 29F, 46F, 64F, and 86F are particularly dangerous. Fortunately, Kleenex Shops are common and sell just what simple supplies but Joy Seeds held in stock as well. Even if the stock doesn't contain what you need, a shopkeeper will direct you to where it does appear. Shops are located on floors 29F, 46F, 64F, and 86F, so don't miss them.



In Red Rescue Team, you'll encounter **Plusle** in this dungeon. In Blue Rescue Team, you'll encounter **Minun** instead.





FROM	TO	FROM	TO	FROM	TO	FROM	TO
21	41	101	102	120	289	351	165
22	ODDSH	103	SUNFLORA	SWINUS	SNROOMISH	CRAFTORM	LEOYBA
23	GRS-PSN	104	GRS	HE-GRD	GRS	HRM	BAG-FLY
24		105	TRAPINCH				
25		106	GRWLTME				
26		107	FLME				
27	234	108	DISFOX	191	79	187	60
28	TEDOLURSA	109	BUG-FLY	WEEPINBELL	SPINARAK	POLIWAG	33
29	HRM	110	BUG-PSN	HRM-PSN	BUG-PSN	HRM	FAHETCHYD
30		111					HRM-FLY
31	32	112	SUGAR				
32	NIDORAN	113	GRD-FLY				
33	PSN	114					
34		115	ELECTABUZZ				
35		116	ELC				
36	44	117	CASTFORM				
37	GLOOM	118	HRM				
38	GRS-PSN	119	DOOBLO				
39		120	HRM-FLY				
40		121	STANTLER				
41		122	HRM				
42		123	BEEDRILL				
43		124	HRM-GRD				
44		125	CACTURNE				
45		126	GRS-GRD				
46		127	GRS-FLY				
47		128	GOLBAT				
48		129	PSN-FLY				
49		130	MALMAR				
50	59	131	PRK				
51	ARIANINE	132	CASTFORM				
52	HRM	133	HRM				
53		134					
54		135					
55		136					
56	112	137					
57	DITTO	138					
58	HRM	139					
59		140					
60		141					
61		142					
62		143					
63		144					
64		145					
65	207	146					
66	PUPITAR	147					
67	HRM-GRD	148					
68		149					
69		150					
70		151					

In Red Rescue Team, you'll encounter **PorygonZ** in this dungeon.





# JOYOUS TOWER

You won't find anything at the top of this difficult tower, but you may spot a Chansey on your way up.

TERRAIN:  
WATER

FLOORS:  
99

TEAM MAX:  
3

## ITEMS TO BRING:

- CLEANSE ORB
- ESCAPE ORB
- FRIEND BOW
- JOY R' BBON
- LINK BOX
- MAX ELIXIRS
- REVIVER SEED
- X-RAY SPECS

## ITEMS TO LOOK FOR:

You don't need to worry much about food and projectile weapons. Big Apples and throwing items are common here. In addition to the usual stock, Kecleon Shops may sell Joy Seeds, Joy Ribbons, and even an occasional

### JOB DESCRIPTION:

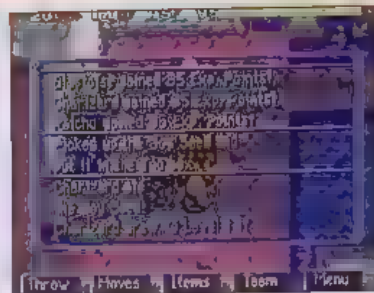
You have no specific goal here, but you can recruit several rare Pokémon.

### PREPARATION:

This is yet another dungeon that reduces your heroes to Level 1 and drains your gold upon entry. However, there are no restrictions on the size of your party or the items you can bring with you.

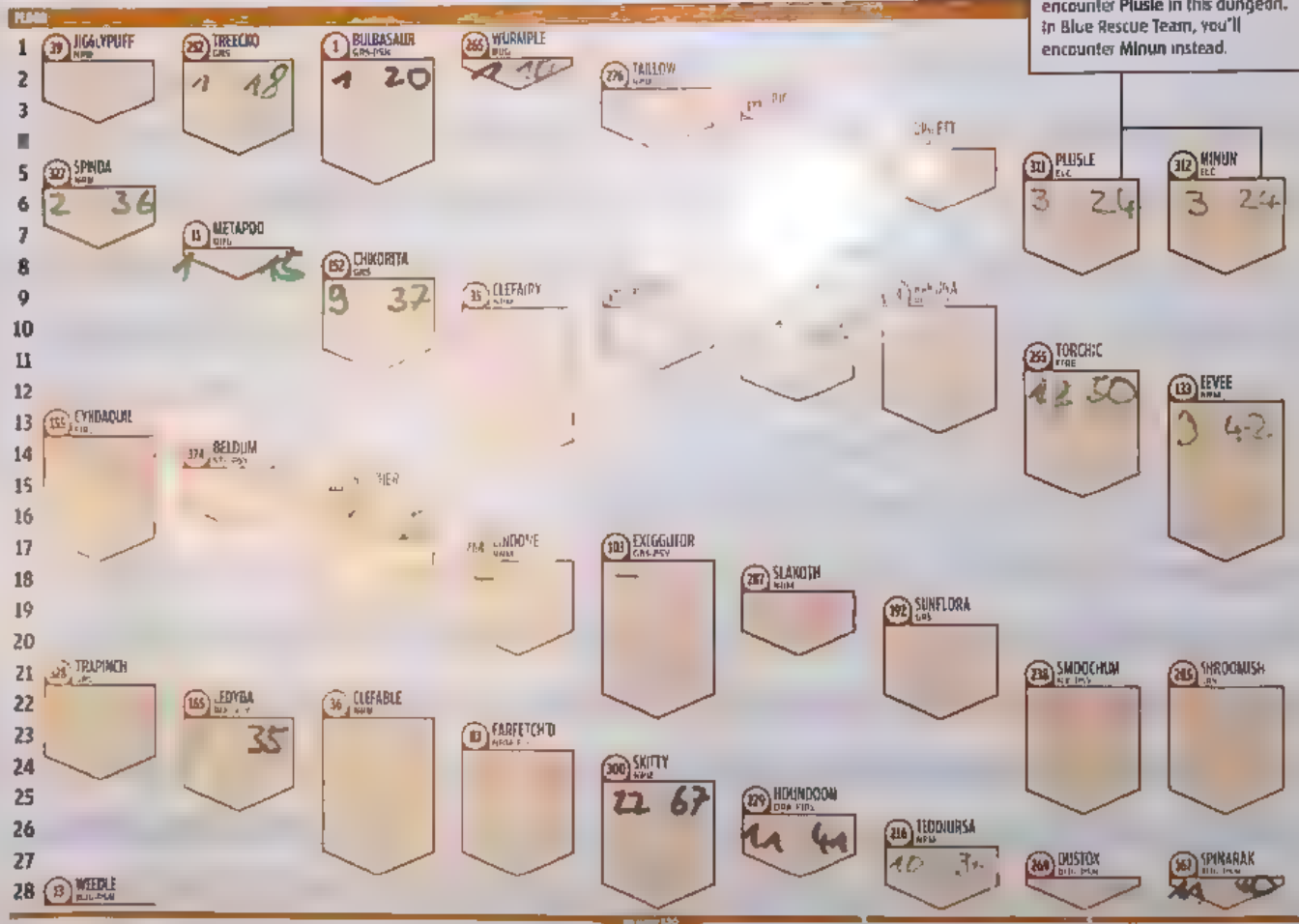
### IN THE DUNGEON:

This dungeon is the only place you'll encounter Chansey and its evolved form, Blissey, both of which are hard to find but fairly easy to recruit. Chansey lurks on the 1st floor, while Blissey can be spotted on the 2nd floor. To recruit these rare Pokémon, wear a Friend Bow, hang out on the floors where they appear, and make sure you have the Sky Blue Plains Friend Area. If you recruit one of the Pokémon, you may want to flee with an Escape Orb to ensure your new recruit's safety.



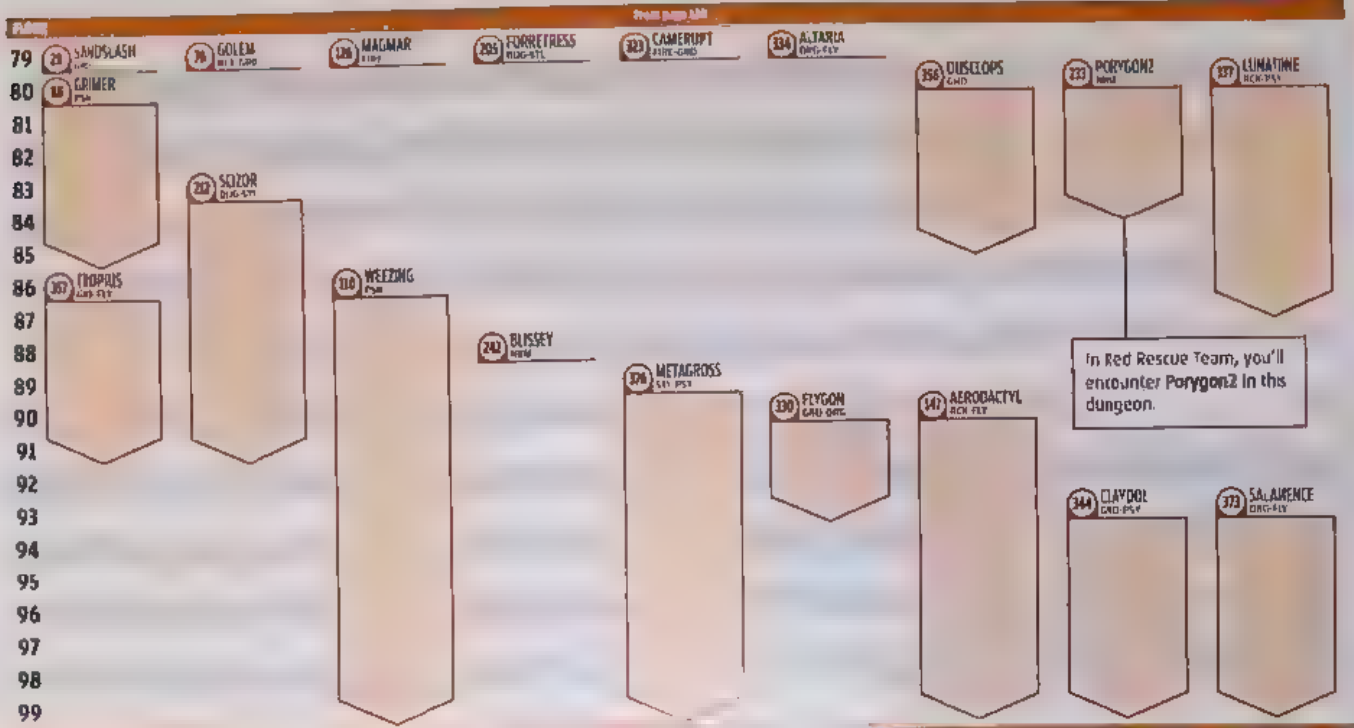
At this point you should have a good idea how to proceed in dungeons that reduce you to Level 1. Since your goal this time is recruitment, you may want to use the Joy Seeds you can find and buy (in Kecleon Shops) to level up your lead Pokémon. Do so only immediately after you level up naturally; that way you won't waste any Exp. Points. Go ahead and use the stat-boosting drinks on your leader if you begin running out of toolbox space, but don't waste them on allies, since you'll probably want to send the allies home early to make space for valuable new recruits.

In Red Rescue Team, you'll encounter Plusle in this dungeon. In Blue Rescue Team, you'll encounter Minun instead.



29	11 WEEDLE BUG / PSY	236 TEDIORSA PSY	249 DUSTOX BUG / PSY	367 SPINARAK BUG / PSY	282 GARDEVOIR PSY	182 BELLOSSOM GRS	284 STANTLER NRM	15 BEEDRILL BUG / PSY	207 GARGAR GRS / FLY
30				11 40					
31									
32									
33		231 CACNEA GRS							
34									
35			34 DODMO NRM / FLY						
36				110 MAMECTR FLY					
37					286 BRELOOM GRS / FLY				
38									
39						214 HERACROSS BUG / FLY			
40							174 IGGYBUFF NRM		
41								229 HOUDOOM GRS / FLY	328 TAJROS NRM
42	371 BAGON NRM	168 AMAROS BUG / PSY	188 SKIPLOOM GRS / FLY	206 DUNSPARCE NRM	53 DIGTRIO GRS	290 NINELADA BUG / FLY			
43									
44									
45									
46									
47	116 TANGELA GRS	226 MAGMAR FIRE							240 MAGBY FIRE
48									
49									
50			113 CHANSEY NRM	40 WIGGLYTRUFF NRM	184 AZULARILL NRM	366 SHIRUNT FLY	101 ELECTRODE ELEC	71 VICTREEDEL GRS / PSY	
51	22 FEAROW NRM / FLY								
52									
53		112 DITTO NRM	111 SWABLU NRM / FLY						
54									
55									
56									
57	77 PONYTA FIRE			78 RAPIDASH FIRE				75 METANG GRS / PSY	18 PIDGEOT NRM / FLY
58									
59									
60	305 LAIRON GRS / NRM		24 ARBOR PSY	177 SNEELON FIRE	78 FINNULU NRM				111 CHANSEY NRM
61									
62									
63	289 SLAKING NRM							267 PUPITAR NRM / GRG	336 SEVIPER PSY
64									
65		109 KOFFING GRS							
66				126 SMOQUELAIN					
67									
68									
69						27 SANDSHREW GRS	75 GRAVELER GRS / GRG	112 RHYDON GRS / GRG	
70									
71									
72	240 MAGBY FIRE							353 SHUPPET GRG	323 CAMERUPT FIRE / GRG
73									
74		166 LEDIAN GRS / FLY	28 SANDSLASH GRG	76 GOLEM GRS / GRG					
75									
76									
77						205 FORBETRESS BUG / GRG	334 ALTARIA GRS / FLY	116 MAGMAR FIRE	111 CHANSEY NRM
78									





# DESERT REGION

Droped Keys in the Desert Region are the highlights of this sandy desert area.

## ITEMS TO BRING:

- BIG APPLE
- CLEANSE ORB
- GRAVELEROCK
- ORAN BERRY
- PECHA BERRY
- POKÉ
- REVIVER SEED
- WEATHER BAND

## ITEMS TO LOOK FOR:

Fundamental held items like Power Bands, Stamina Bands, and Heal Ribbons are very common finds here, as are many TMs. Take such items even when you don't need them, so you can sell them at the Ketchum Shops and buy lots of Gold Gummies and Silver Gummies.

## ■ DUNGEON DESCRIPTION:

You have no specific objectives in this dungeon.

## ■ INFORMATION:

Check this dungeon when you purchase the pricey Furnace Desert from the Wigglytuff Club. At only 20 floors, it won't require a lot of preparation, but you should give some thought to the weather conditions. Rock-, and Steel-type Pokémon will be immune to the sandstorms, but everyone else you bring should protect themselves with a Weather Band. Bring several Graveierocks as well so you can easily KO Shedya on the early floors.

## ■ IN THE DUNGEON:

The sandstorms aren't particularly harmful, but they're combined with Poison from the Sandshrew's Poison Sting. Their effect may be taking triple damage as Poison both injures you and turns off your natural regeneration abilities.



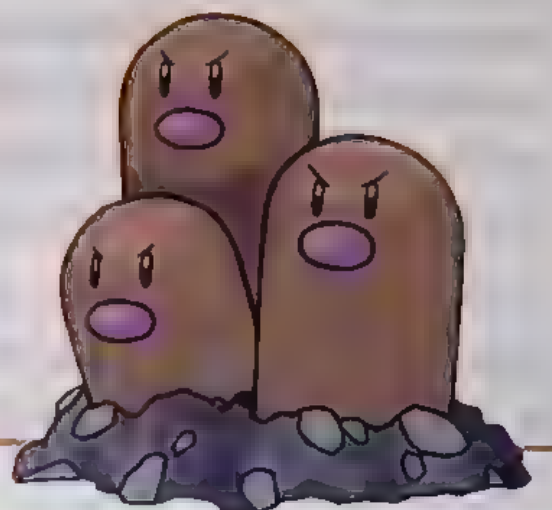
The sandstorms will hurt them, but Water- and Grass-type Pokémon are so effective in the Desert Region that you'll want to bring one along. Protect it with a Weather Band if you have one.



Keys appear only on the 19th and 20th floors. Expect to find only one Key on average each time you visit.



4	17 SANDSHREW (GND)	292 SNEEDIVA (BLU-GND)	299 NOSEPASS (NT)	328 TRAPNICH (GND)
5				
6				
7	237 HITMONTOP (FTH)	31 NIDOOQUEEN (NT-GND)		
8				
9				
10				
11				
12				
13			340 BALTOY (GND-FTH)	
14				
15	28 SANDSLASH (FTH)	202 GUMBAR (GND-FTH)		256 DUSCLOPS (GND)
16				
17				
18				
19				
20				



# DARKNIGHT RELIC

Don't let the floor count fool you—15 floors of terror lurk beneath any dungeon.

## ITEMS TO BRING:

- ESCAPE ORB
- GRAVELEROCK
- HUGE APPLE
- MOBILE SCARF
- ORAN BERRY
- REVIVER SEED
- STAMINA BAND

## ITEMS TO LOOK FOR:

If you go pounding through the walls in this dungeon you can find all sorts of exotic TMs, including such rarities as Overheat, Bulk Up, Iron Tail, Water Pulse, and Skill Swap, as well as several uncommon orbs. Outside of the walls you'll find mostly throwing items and seeds.

## JOB DESCRIPTION:

You have no specific objective in this dungeon.

## PREPARATION:

You'll need to purchase the Secretive Forest Friend Area to unlock Darknight Relic, but you shouldn't attempt the dungeon unless you have a Mobile Scarf, the Super Mobile ability, or a good Ghost-type Pokémon to rely on. You'll find a lot of enemies in this dungeon, many of which can only be fought from within walls. So be sure to bring a lot of healing items, as you'll need to keep your Pokémon healthy quickly, bring a lot of food, and a lot of healing items.

## INSIDE THE DUNGEON

Since the Ghost-type is the most common type in this dungeon, the Ghost-type Pokémon are the most common. If you've come to recruit, use an Escape Orb to ward out when you find your quarry. If you've come to conquer, bring lots of Reviv to keep your Ghost-types alive (or rather, undead).



This dungeon is full of long hallways, and the minimal light conditions won't allow you to see your foes until they're upon you. If you can't pass through walls, you won't be able to hit them back.



All contain items that are hidden deep within walls. Use the Super Mobile ability or a Mobile Orb to devastate entire floors in your search for rare TMs.

1	353 SHRUPPET (GND)	30 GASTLY (GND-FTH)	300 MISOREAVUS (GND)	292 SNEEDIVA (BLU-GND)	302 SABLEYE (DRB-GND)
2		30 100	25 115		20 115
3					
4					



FLOOR	6	7	8	9	10	11	12	13	14	15
	102 GASTLY GHOST PSY	200 MISDEAREVUS GHOST	250 SHERKATA BUG-GHOST	300 SABLEYE DARK GHOST	350 BANETTE GHOST	400 HAUNTER GHOST PSY			450 DUSKULL GHOST	500 GENGAR GHOST PSY
6										
7	30 100	25 145		30 100						
8										
9										
10										
11										
12										
13										
14										
15										

# UNOWN RELIC

Unless you're a poor speller, you've probably already guessed what you'll find in Unown Relic.

TERRAIN:  
**WATER**

FLOORS:  
**11**

TEAM MAX:  
**3**

ITEMS  
TO BRING:

- APPLE
- CLEANSE ORB
- FRIEND BOW
- MAX ELIXIR

ITEMS  
TO LOOK FOR:

This is a good place to stock up on generally useful items like Oran Berries, Heal Seeds, Quick Seeds, Escape Orbs, and Max Elixirs. Poké is by far the most common find.

## JOB DESCRIPTION:

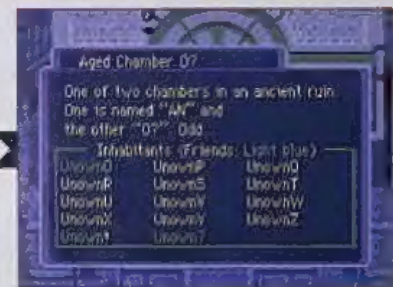
You have no specific objective in this dungeon.

## PREPARATION:

You'll gain access to Unown Relic when you purchase both Aged Chamber Friend Areas. The dungeon doesn't offer much in the way of treasure, so the only reason to visit is to recruit Unown. They're easy to beat (all are at Level 20 and know only the Hidden Power move), and the dungeon has only 11 floors, so you won't need to bring many supplies. A Friend Bow will come in handy, however.

## IN THE DUNGEON:

Collecting Unown can be tricky; it isn't always apparent which letter is associated with each Unown (the letter does not appear in its name). Use the chart below to figure it out by the process of elimination. Getting every Unown will be tough, since they can be tricky to recruit.



Bring only your single best Pokémon to Unown Relic so you'll have room for new recruits and have the greatest chance of recruitment success. If you aren't sure what letters you're missing, go to the Aged Chamber Friend Areas and use the Info command—the ones you've caught will appear in blue.

FLOOR	1	2	3	4	5	6	7	8	9	10	11
	201 UNOWN PSY										
1		A	I	C	O	O	R	U	Z		
2	20 100	E	F	P	H	P	S	X	T		?
3		J	D	L	L	T	V	I	?		
4		Q	O	O	O	O	Z				
5		G	G	O	O	S	S	T	I	?	
6		C	I	O	V	O	O	I	?		
7		A	I	O	O	T	Z	I	?		
8		C	I	O	O	H	O	S	O		
9		E	I	O	O	I	O	I	S		
10		O	I	N	O	O	O	I	V		
11		E	E	O	I	E	N	O	O	S	



# WYVERN HILL

Claim the Fly HM and a few rare evolution items from this heavily defended dragon roost.

TERRAIN:  
**WATER**

FLOORS:  
**30**

TEAM MAX:  
**3**

## ITEMS TO BRING:

- CLEANSE ORB
- ESCAPE ORB
- HEAL SEED
- HUGE APPLE
- KEYS
- MAX ELIXIR
- REVIVER SEED
- TRAP SCARF

## ITEMS TO LOOK FOR:

Throwing items and Poké make up the bulk of this dungeon's items, but you can find decent TMs and held items at times. Dragon Scales appear randomly on the last two floors, and can be used to evolve Seadra into Kingdra.

### JOB DESCRIPTION:

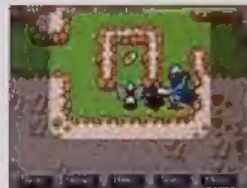
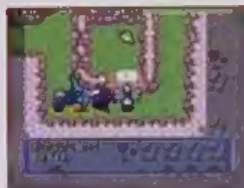
Claim the Fly HM, which will allow you to return to Sky Tower.

### PREPARATION:

To unlock Wyvern Hill you'll need to receive the Dragon Cave Friend Area as a reward for a random rescue job. Ice-types make the best team members here, and non-Dragon-type Pokémon with Dragon-type moves will also be very effective. Moves like Dragon Rage present a risk to even high-level Pokémon, so bring plenty of Reviver Seeds. Both the Sun Ribbon and the Fly HM are locked in treasure rooms, so bring a pair of Keys.

### IN THE DUNGEON:

As if dragons weren't trouble enough, you'll have to contend with tons of annoying traps and random weather conditions on every fourth floor. The Dratini-Dragonair-Dragonite family is the biggest threat here, since all three can use Dragon Rage to deal a flat 65 damage to an adjacent target. Use moves like Ice Beam and Powder Snow to KO them from afar.



Only those striving to evolve Eevee into Espeon should bother with the Sun Ribbon on 20F. But everyone should try to get the Fly HM on 30F. It will allow you to return to Sky Tower. There you can fill your toolbox with gummi and recruit the mighty Rayquaza.



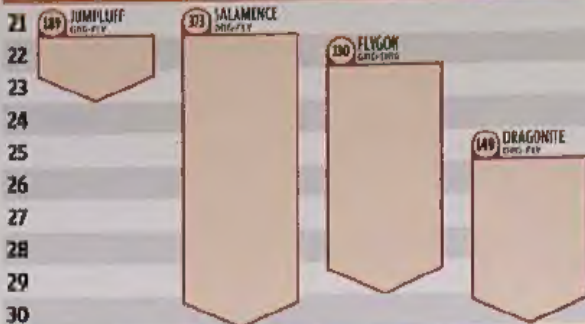
The Kecleon Shops in Wyvern Hill sell a few staple items like Max Elixirs, but specialize in scarves and ribbons. You won't find anything particularly rare, but the Kecleon Shops are a good place to buy defensive items for new recruits.





FLOOR

help page 1M



# SOUTHERN CAVERN

This is a long, hard slog through a trap-strewn cave, but treasures await those who persevere.

TERRAIN:  
**GROUND**

FLOORS:  
**50**

TEAM MAX:  
**3**

ITEMS  
TO BRING:

- CLEANSE ORB
- ESCAPE ORB
- HEAL SEED
- HUGE APPLES
- MAX ELIXIRS
- REVIVER SEED
- STAMINA BAND
- TRAP SCARF

ITEMS  
TO LOOK FOR:

If you're searching for common but powerful TMs like *Giga Drain*, *Ice Beam*, *Toxic*, and *Psychic*, this is one of the best places to look. Food is less common and Max Elixirs are nonexistent, but you can expect to find plenty of *Oran Berries*, *Heal Seeds*, and *orbs* of many varieties.

## JOB DESCRIPTION:

You have no specific objective in this dungeon.

## PREPARATION:

To unlock Southern Cavern you'll need to receive the Boulder Cave Friend Area as a reward for a random rescue job. The dungeon is quite tough, but your foes are almost entirely Ground- and/or Rock-type Pokémon, allowing your Water- and Grass-type Pokémon to wreak havoc. Don't bother leaving space in your roster for new recruits, since good recruitment opportunities are rare; early levels have only very common Pokémon and later levels are full of evolved forms that can't be recruited. Do bring plenty of Huge Apples and Max Elixirs (which never appear here), as well as a few Cleanse Orbs to protect your inventory from Sticky Traps.

## INSIDE THE DUNGEON:

This dungeon's biggest threats are Selfdestruct Traps and area-effect moves like Magnitude. If all your Pokémon can take care of themselves, use the Go the Other Way tactic to fan out, preventing those moves from devastating the entire party. You'll also find the stairs more quickly this way.

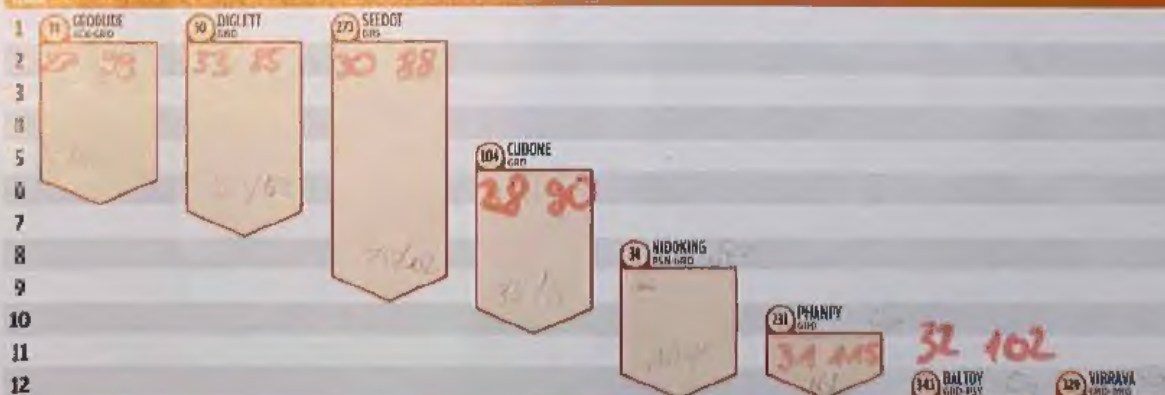


Traps are very common in Southern Cavern, and the PP-Zero Traps are particularly devastating since there are no Max Elixirs to be found. You may want to hold off on visiting this dungeon until you have a Pokémon with the Trap Seer HQ skill or a Trap Scarf item.



The big prize at the end of Southern Cavern is the Metal Coat, which appears randomly but very frequently on B49F and B50F. Hang out until you can grab two, because you'll need Metal Coats to evolve both Onix (into Steelix) and Scyther (into Scizor).

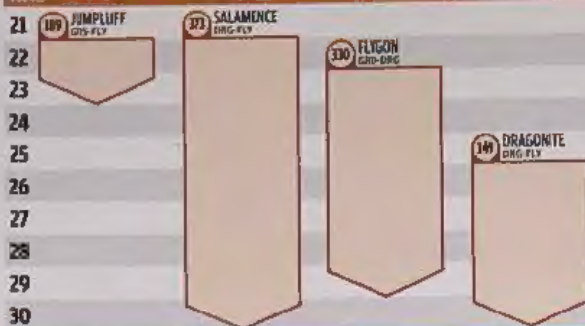
TEAM





FLOOR

From page 124



# SOUTHERN CAVERN

This is a long, hard slog through a trap-strewn cave, but treasures await those who persevere.

TERRAIN:  
**GROUND**

FLOORS:  
**50**

TEAM MAX:  
**3**

ITEMS  
TO BRING:

- CLEANSE ORB
- ESCAPE ORB
- HEAL SEED
- HUGE APPLES
- MAX ELIXIRS
- REVIVER SEED
- STAMINA BAND
- TRAP SCARF

ITEMS  
TO LOOK FOR:

If you're searching for common but powerful TMs like **Giga Drain**, **Ice Beam**, **Toxic**, and **Psychic**, this is one of the best places to look. Food is less common and Max Elixirs are nonexistent, but you can expect to find plenty of **Oras Berries**, **Heal Seeds**, and **orbs** of many varieties.

## JOB DESCRIPTION:

You have no specific objective in this dungeon.

## PREPARATION:

To unlock Southern Cavern you'll need to receive the Boulder Cave Friend Area as a reward for a random rescue job. The dungeon is quite tough, but your foes are almost entirely Ground- and/or Rock-type Pokémon, allowing your Water- and Grass-type Pokémon to wreak havoc. Don't bother leaving space in your roster for new recruits, since good recruitment opportunities are rare; early levels have only very common Pokémon and later levels are full of evolved forms that can't be recruited. Do bring plenty of Huge Apples and Max Elixirs (which never appear here), as well as a few Cleanse Orbs to protect your inventory from Sticky Traps.

## INSIDE THE DUNGEON:

This dungeon's biggest threats are Selfdestruct Traps and area-effect moves like Magnitude. If all your Pokémon can take care of themselves, use the Go the Other Way tactic to fan out, preventing those moves from devastating the entire party. You'll also find the stairs more quickly this way.



Traps are very common in Southern Cavern, and the PP-Zero Trap is particularly annoying since there are no Max Elixirs to be found. You may want to hold off on visiting this dungeon until you have a Pokémon with the Trap Seer IQ skill or a Trap Scarf item.



The big prize at the end of Southern Cavern is the Metal Coat, which appears randomly but very frequently on B49F and B50F. Hang out until you can grab two, because you'll need Metal Coats to evolve both Onix (into Steelix) and Scyther (into Scizor).

FLOOR



To page 125